

PAS **PUBG** **AMERICAS** **SERIES 4**

Grand Finals Tournament Rules



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1. Introduction

After an action-packed first half of the year in 2024, we're back to bring you more high-level Competition. PUBG Americas Series 4 ("PAS4") will award \$50,000 to the teams in the Americas region. Additionally, PAS4 will allow teams to qualify into the PUBG Global Series 5 & 6 ("PGS5 & PGS6"), and PAS4 is the final stage for teams to qualify to PUBG Global Championship ("PGC") 2024 through Regional PGC Qualification points.

North America and South America sub-regions are combined into one Americas region, with separate Open Qualifiers that culminate into a combined Playoffs and Grand Finals.

2. SUPER and PAS Rulebook

The PUBG Americas Series Rulebook ("Rulebook") should be read and interpreted in conjunction with the Standard and Universal PUBG Esports Ruleset ("SUPER"). SUPER will supersede any conflict in rules or interpretations between the Rulebook and SUPER, or any other policy related to a Competition, may be clarified, or determined in good faith by PUBG.

The English version of this rulebook will supersede any conflict of rules or interpretations between the available translated versions.

3. Competition System

To qualify for the PUBG Americas Series 4 Grand Finals, teams must qualify through the PAS4 Playoffs. The PAS4 Playoffs will consist of two stages, the PAS4 Group Stage and PAS4 Last Chance. The PAS4 Group Stage will be a combined twenty-four (24) team competition. The twenty-four (24) teams are divided into three (3) groups of eight (8) teams (A, B & C). The PAS4 Last Chance will be a combined sixteen (16) team competition.

The PAS4 Group Stage will consist of three (3) days of play and six (6) matches each day, for a total of eighteen (18) matches with each team playing in twelve (12) matches. At the end of the three (3) days of play, the top eight (8) teams will qualify directly for the PAS4 Grand Finals. The next sixteen (16) teams will advance to the PAS4 Last Chance.

The PAS4 Last Chance will consist of two (2) days of play, each consisting of six (6) matches per day for a total of twelve (12) matches. The top eight (8) teams will qualify for the PAS4 Grand Finals.

4. References

Throughout this document you will find references that identify certain responsible parties (Hosts, and Administration). These parties are defined below.

- Hosts – Hosts are the first line of response for Participants during set up, rehearsals, and matches for any issues or clarifications on the rules. During a match, Hosts rulings are Finals. Upon completion of a match, the team can request further clarification from the Administration.
- Administration – The Administration refers to the Tournament officials, i.e. PUBG officials and/or Head Admin, who will be the ultimate authority on all matters related to the Competition.

5. Administration

Name	Role	Discord
Dennis "Dos" Olsson Sundell	Head Operator	dos89
Alexander "Seatlon" Nilsson	Player Communication	seatlon

The PAS4 Grand Finals is organized by Clutch Group and partners.

6. Basic Information

A. Grand Finals

The PAS4 Grand Finals consists of sixteen (16) teams, competing over three (3) days. The dates and details are as follows:

PUBG Americas Series 4: Grand Finals – Basic Information	
Event Name	PUBG Americas Series 4: Grand Finals
Grand Finals Dates	October 4-6, 2024
Competition Platform	Clutch Group
Number of Teams	16

B. General Information

PUBG Americas Series 4 – Social Media and Website Information	
Official Hashtag	#PUBGAMSeries #PAS4 #PUBG #PUBGEsports
YouTube	youtube.com/PUBGEsports
Instagram	instagram.com/PUBGEsports
Twitter	twitter.com/PUBGEsports
Facebook	facebook.com/PUBGUSOfficial
Twitch	twitch.tv/PUBG_Battlegrounds
TikTok	https://www.tiktok.com/@pubg.esports.official
Website	https://pubgesports.com/en

7. Match Schedule

A. Grand Finals

Each day of the PAS4 Grand Finals will follow the same match schedule. Match start times may be adjusted depending on any accelerations or delays. The tentative match schedule is listed below. Note that matches will begin immediately after the conclusion of the previous match, so players / teams should immediately join the next lobby upon the completion of the previous match.

PUBG Americas Series 4: Grand Finals – Tentative Match Schedule	
Match	Estimated Start Time
Match 1	15:30
Match 2	16:15
Match 3	17:00
Match 4	17:45
Match 5	18:30
Match 6	19:15

**The times listed above are in PT*

8. Map Order

The map order for each day of the Competition is listed below.

PUBG Americas Series 4: Grand Finals – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Miramar	Miramar	Taego	Rondo	Erangel	Erangel
Match Day 2	Erangel	Erangel	Taego	Rondo	Miramar	Miramar
Match Day 3	Miramar	Miramar	Taego	Rondo	Erangel	Erangel

9. Prize Pool

A. Grand Finals

The PUBG Americas Series 4: Grand Finals will have a total prize pool of \$50,000. The prize pool breakdown is shown below.

PUBG Americas Series 4: Grand Finals – Prize Pool Breakdown	
Placement	Amount
1	\$12,000
2	\$7,500
3	\$6,000
4	\$5,000
5	\$4,000
6	\$3,200
7	\$2,500
8	\$2,000
9	\$1,500
10	\$1,200
11	\$1,100
12	\$1,000
13	\$900
14	\$800
15	\$700
16	\$600

10. Payment Procedure

All prize payments will be done within 90 days after the Tournament finishes depending on that Participants provide prize money payout information described below.

Participants shall be eligible to receive prize money based on their final placement in the Tournament, provided Participants further satisfy all of the following conditions (“Payment Conditions”) within three (3) months from the date of conclusion of the Tournament:

1. Participants shall provide tournament organizer an executed Tournament Participation Agreement (“TPA”) in form required by tournament organizer;
2. Participants shall provide the tournament organizer (Clutch Group) an invoice for the prize winnings. Note: An account should be maintained at a financial institution that is not subject to any regulatory restrictions or sanctions imposed by any applicable jurisdiction, including, but not limited to, the following: the European Union or its member countries, Ukraine, the United States of America, Brazil, Argentina and the Republic of Korea.

- If Participants are unavailable to invoice their prize winnings, Clutch Group will work with Participants to find a solution for prize money payment.

If Participants, which are otherwise eligible to receive prize money based on their final placement in the Tournament, fail to satisfy or do not fulfill these Payment Conditions (to the satisfaction of tournament organizer and Krafton, Inc.) during the period specified above, including that the Payment Conditions are satisfied at the time of payment, the payment will be made with G-Coin in lieu of the prize money, the in-game currency for the Game, issued by Krafton, Inc.

In this case, the tournament organizer will contact a representative of each Participating Team to clarify the necessary details for the delivery of G-Coins.

Note:

The amount of G-Coins awarded will be equal to the amount of G-Coins that Participants would have been able to purchase with the prize money on the day of delivery of the G-Coins.

G-Coins will be awarded directly to the individual players rostered on each Participant eligible to receive prize money.

The conversion of prize money to G-Coins will be based upon the exchange rate from USD to G-Coins and the full price cost of G-Coins on the day the G-Coins are deposited into the Game account for each individual player rostered on a Participant eligible to receive prize money, as determined by Krafton, Inc.

Participants and each player on Participants’ rosters further acknowledge and agree to:

- Release tournament organizer and Krafton, Inc. of all claims related to its right to receive the prize money in the event Participants fail to satisfy or do not fulfill the Payment Conditions;
- Indemnify tournament organizer and Krafton, Inc. for any damages, losses, liabilities, and expenses (including reasonable legal fees and costs) arising out of Participants’ failure to satisfy the Payment Conditions;
- Return any prizing if required by law; and
- Bear the responsibility of handling all tax consequences relating to and arising from the Tournament.

11. PGC Qualification Points

In addition to the Prize Pool, teams will be competing for PGC Qualification Points (“PGC Points”) during the PAS3 and PAS4 Grand Finals which will determine the teams who will qualify for the PGC at the end of 2024. Each of the three Americas events – PUBG Americas Series 3, Esports World Cup Americas Qualifiers and PUBG Americas Series 4 (for purposes of this section, referred to as “PGC Qualification Events”) will allot PGC points and various Qualification Benefits to the top 16 teams. The below table provides a breakdown of the overall PGC Qualification Point Distribution.

PGC Qualification Point Distribution			
Placement	PAS3	EWC AM Quals	PAS4
1	300	200	400
2	210	155	250

3	185	130	225
4	160	105	200
5	135	80	175
6	110	55	150
7	100	50	140
8	90	45	130
9	80	40	120
10	70	35	110
11	60	30	100
12	50	25	90
13	40	20	80
14	30	15	70
15	20	10	60
16	10	5	50

PGC Qualification Points – Rules to Note:

- PGC Points are assigned to the Team. For purposes of clarity,
 - If a Team is contracted under a legal entity, who is acting as the team representative, their PGC Points are under control of said legal entity.
 - The legal entity has the right to transfer their PGC Points to the players from the roster in case of releasing this roster. Confirmation of this transfer should be done right after the releasing the roster. Otherwise, the legal entity retains the points.
 - If a Team is not represented by any legal entity, their PGC Points are under control of the roster.
 - Players without organization can sign with the legal entity, but in this case they are transferring their collected PGC points to this legal entity. Such an operation can only be completed after the first official match of the legal entity with this signed roster in the next PGC Qualification Event.
 - If a player leaves a Team, said player **will not** take any PGC Points with them – all PGC Points will remain with the Team so long as no Roster Rules are violated.
- If a legal entity already has PGC points, they will not combine the points accumulated from both ends. Official confirmation of this transfer will result in the org retaining the highest of the two scores for their PGC Points.
- After the last PGC Qualification Event, Teams without an organization can sign only with a legal entity that did not take part in any of previous PGC Qualification Events in 2024. Additionally, legal entities can only sign with the roster that owns PGC Points which they previously released if they participated in PGC Qualification Events during 2024.
- Any transfer of PGC Points between the regions (EMEA, APAC, Americas, Asia) is not allowed.
- Teams will forfeit their PGC Points if they violate any Roster Rules.
- If an entire Team receives a time-based or permanent ban from PUBG Esports that would encompass PGC, they will forfeit all PGC Points. However, such Team would retain their PGC Points if said ban does not encompass PGC.

- In the case of Player ban(s):
 - If their Team is unable to field a full roster but is not in violation of any Roster Rules, they will retain all PGC Points.
 - If their Team is unable to field a full roster and/or is in violation of any Roster Rules, they will forfeit all PGC Points.
- If a Team does not participate in a PGC Qualification Event, they would retain their PGC Points, so long as no Roster or Eligibility Rules are violated.

PGC Qualification Points – Tiebreakers:

- If two or more teams are tied on PGC points at the end of PAS4, the higher rank is given to the team with the higher PAS4 Grand Finals placement.
 - For the avoidance of doubt, this means if team A and team B have 250 PGC points, their respective placement in the PAS4 Grand Finals will be used as the tiebreaker to determine their PGC 2024 rankings.
- If the tied teams didn't play together in the PAS4 Grand Finals, the tie breaker is the EWC Americas Qualifiers Finals placements.
- If the tied teams didn't play together in the previously mentioned tournaments, the tie breaker is the PAS3 Grand Finals placements.
- If the tie still didn't break after that, the team with the highest achieved PGC points in one single tournament is placed higher.
- If the tie still didn't break after that, the team that was placed highest in any of the tournaments with PGC Points is placed higher.

12. Roster Rules

- Each team will be required to register four (4) Players, these four (4) Players are considered their "Core Players", and one (1) optional "Coach".
 - Rosters will be locked at the end of Registration, Tuesday 10, September 2024 at 11:59pm PT.
- Prior to the first Match of each day, Teams may decide to utilize their Coach as a "Substitute Player" for that day. Once the first Match of the day begins, Teams must play with the same roster for the remainder of that day.
- Each Team must designate one (1) individual as its representative when completing the registration process ("Team Representative"). 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 owners or Players of the Team. A Team may not change its Team Representative during a Competition without Administration's prior written approval.
- The use of unapproved Players or Substitutes is strictly prohibited.

***Note:** A Coach cannot be a player who has participated for any other team in any region during that Competition Phase. The Competition Phase is the full period of the PAS4 competition duration, from September 11, 2024 to October 6, 2024.

Regardless of the situation, all Rosters must comply with the Player and Team Eligibility Requirements as mentioned in Section 2 and 3 of SUPER, respectively.

13. General Rules

A. Server Utilization

During the PAS4 Open Qualifier Round 1 & 2 matches will be played on the Live Server Client. From PAS4 Open Qualifier Round 3 onwards, matches will be played on the Esports Server designated by Administration. All players will be informed in advance for necessary downloads and installations.

During the PAS4 Open Qualifiers each sub-region's matches will be played on their respective Server region. From PAS4 Group Stage onwards, matches will be played on alternating Server regions (NA and SA).

B. In-Game Audio Recording/Listen-Ins

During the PAS4 Playoffs and Grand Finals, all Participants are required to be in the PUBG Americas Player Discord server, where team text and voice channels are provided. The Active Roster must all be present in their designated voice channel 5 minutes before the game starts. The Coach may sit in the voice channel and monitor Player communications but will be server muted prior to match start. Discord streaming to the Coach is permitted, but all other forms of communication with the Coach are prohibited during the match.

All internal voice communication must be recorded and saved by the teams, and any Coach that is present in the voice channel must also record their screen. Within 12 hours of the end of each match day, all teams must provide that day's corresponding voice/video recording files to the Administration. Failure to provide the appropriate files may result in punishment.

Teams may be asked to conduct live listen-ins, during which Players must refrain from saying or doing anything that may be interpreted as Toxic Behavior as mentioned below in Section 13.G.

C. 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 PUBG. It must be completed and submitted prior to participation in the Playoffs.
- Player Participation Agreement
 - Must be completed by every team member – including the Coach
- 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 side. High quality camera and format (jpg or png only). Needs to be in team jersey, dark colored solid shirt or PUBG 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 – including the Coach

Important Note on Team Participation and Logo License Agreement for Player-Owned Teams:

If a Team does not have a Parent Entity, i.e. if it is a Player-Owned Team, then the designated Team Representative will act as the default owner for purposes of the Rulebook. For clarity, in such a case, the Team Representative will be considered the “Owner” for all roster rules that reference an “Owner” in the Rulebook.

D. Player Eligibility

To participate in the Competition, the players must adhere to the following eligibility guidelines:

- Participants must be 18 years old, defined as having lived 18 full years, by the date of their first match.
- Participants must have an active and eligible PUBG account. Players with a game ban of longer than seventy-two (72) hours, on any of their accounts, are not considered active or eligible. However, the Administration reserves the right to review the situations on a case by case basis and decide accordingly. For example, any game bans, regardless of length, associated with cheating allegations, will render the player inactive and ineligible to participate.
- Player aliases and in-game nicknames are subject to approval by the Administration and must adhere to the code of conduct within SUPER. To call out a few specifics, player aliases and in-game nicknames cannot:
 - Have a resemblance or are identical to any brand or trademark that they personally don't own
 - That is protected by third-party rights and player does not have written permission to use
 - That is trying to imitate a real person other than themselves
 - Discriminatory names, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, and/or sexual orientation
- Participants may not compete in more than one region and/or team per Competition Phase. For the avoidance of doubt, once a participant registers for any regional competition, that participant may not register or compete in any other competition for a different region and/or team for the same Competition Phase.

E. Team Eligibility

To participate in the Competition, the teams must adhere to the following eligibility guidelines:

- Team names and team logos are subject to approval by the Administration and must adhere to the code of conduct within SUPER. To call out a few specifics, team names and team logos cannot:
 - Have a resemblance or are identical to any brand or trademark that they personally don't own
 - That is protected by third-party rights and the team does not have written permission to use

- Discriminatory names, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, and/or sexual orientation
- Regional eligibility guidelines:
 - At least fifty percent (50%) of the roster must be legal citizens or permanent residents of countries within the Region of participation. For example, if you have a roster of four (4), then at least two (2) players must be legal citizens or permanent residents of the countries within the Region of participation. If the roster consists of five (5) players, then at least three (3) players must be legal citizens or permanent residents of the Region. For the purpose of this section, legal citizenship and/or permanent residency are defined per the laws of each corresponding country.
 - A team (and/or organization) is only allowed to play in one Region.
- 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 the Competitions.
 - An individual, entity or group cannot directly or indirectly own or operate more than one team globally.
 - An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team globally.
 - No two teams can operate under the same brand or team name or variations of the same brand or team name in more than one team globally.
 - No two individuals, entities or groups that own, operate, control, or have an interest in any team can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the Competition.

F. Countries

This is the list of all eligible countries within the respective tournament region required to participate in PUBG Americas Series 4:

North America (NA)				
Belize	Canada	Costa Rica	Cuba	Dominican Republic
El Salvador	Guadeloupe	Guatemala	Haiti	Honduras
Martinique	Mexico	Nicaragua	Panama	Puerto Rico
Saint Barthelemy	Saint Martin	United States of America		

South America (SA)				
Argentina	Bolivia	Brazil	Chile	Colombia
Ecuador	French Guiana	Guyana	Paraguay	Peru
Suriname	Uruguay	Venezuela		

G. Toxic Behavior

The Administration will not accept any toxic behavior by or towards any participant prior to, during or after the Competition. This includes, but not limited to, the following:

- 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 incite hatred or discriminatory conduct.
- Disruptive and abusive behavior - participants shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. Participants are responsible for being aware of the sensitivities of the cultures of the teams and other participants, with regards to avoiding any comments, actions or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic.
- Harassment and sexual harassment - participants shall not participate in any act of harassment. Harassment is defined as systematic, hostile, and repeated acts which are intended to isolate or ostracize a person and/or affect the dignity of a person. Unwelcome sexual advances of any kind are strictly prohibited.
- Discrimination or denigration - participants shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.

All determinations of any toxic behavior are at the sole discretion of the Administration and/or its representatives, agents or employees.

H. Violations of Rules & Regulations / Punishments

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 the Administration.

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

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

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

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

I. Streaming

PUBG reserves exclusive rights for broadcasting and streaming for this event. Players are not allowed to personally stream their matches and games without prior approval from the Administration. When permission to broadcast is granted, the broadcaster must use 15 minutes of delay and must provide their accurate viewership stats within 12 hours of the end of each match day.

14. Pre-Match

A. 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 player prior to check in. If any technical issues arise, matches will not be restarted or delayed.

Players are responsible for downloading the necessary game clients and updates to the servers/clients. 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.

B. 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 teams' and individual player'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. All matches will be played as per the prescribed timings, so the teams must join the new game lobby and be prepared to start as soon as possible upon completion of the prior match.

It is the responsibility of each team captain to read discord for important messages regarding the lobby they are assigned to. This is especially important in the early part of each new game if a server needs to be restarted.

15. During a Match

A. Disconnections

A player is allowed to reconnect if they are disconnected. However, there will be no restarts for disconnections once the match has started. A match has officially started once players have entered the lobby, are aboard the plane and the flight path has started.

Once a match has begun, the match can only be restarted if:

- More than 10 players in the lobby did not make it into the game.
- If all players are marked as "#unknown"
- If the lobby host doesn't make it into the game.

The above can be overruled by the lobby host if they see fit.

B. Server Crash

If a server crashes mid-match, the match will be restarted.

C. Replay and Match Materials

All players must have the replay function enabled in-game for the Competition. All replays and screenshots from the matches need to be saved for 14 days from the date the tournament ended. The Administration has the right to request the replay or screenshot at any time within these 14 days.

To find your replays: press "Windows Key + R" and type "%localappdata%\TslGame\Saved\Demos".

D. Bugs

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

All problems and bugs encountered on any of the Wasdefy web pages currently in use should be reported as soon as possible to a Community mod or the bugs channel on the Wasdefy Discord. This will allow Wasdefy the best chance to assist you as a player with the issue.

E. 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 players 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 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 player or team is classed as cheating and is not allowed. Examples of software that are not allowed are ReShade, SweetFX, and VibranceGUI.

If a team uses a player that has an active game ban of longer than seventy-two (72) hours, on any of their accounts, the team will be disqualified from the tournament.

The Administration reserves the right to monitor any player as they deem fit during the Competition and players agree to be cooperative during any investigation or review into a player's activities. Uncooperative actions from a player may result in a guilty verdict in any allegation of cheating.

F. In Game Skins

Administration reserves the right to request players to equip their in-game characters with specific items at their discretion. Such items will be provided to the players through the Esports Server and informed through Discord in advance.

G. Communication / Match Support

As mentioned earlier, all hardware, software and internet/network issues are the sole responsibility of the player. Hence, match support for the Competition is limited to the discord and lobby host. The discord and lobby hosts are there to assist you in your questions related to the Competition, rulings and other participation questions.

In all your communications pre, during and after the matches, the toxic behavior rules are to be followed.

16. Post-Match:

A. Result

Official results will be posted on the website and Wasdefy platform as per regular procedures. Should teams have any questions or concerns regarding results, please raise the issue on Discord which will be followed up accordingly. Any further complaints can be filed following the “Protest/Escalations” procedure in Section 16B.

B. Protests / Escalations

Participants who wish to contest a ruling from the Host, believe a rule has been violated, or believe tournament integrity has been jeopardized 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 provided to the Administration 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 dispute and basic details of the situation.
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 manner.
3. The ruling on the dispute must be decided prior to the following match day, or before the Finals rankings are calculated for that respective stage, whichever happens first.
4. At this point, the ruling will become Finals.

C. Breaks between Matches

Matches will be conducted as per the schedule. Players must enter the lobby as quickly as possible after the completion of the previous match. Hosts will not delay the start of the matches for late arriving players. Failure to return to the lobby on time may subject the player to penalties.

17. 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, 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 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 PUBG, PUBG Americas Series, official PUBG esports 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 the 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 SUPER, which include but are not limited to, fines, forfeiture of prize money, disqualifications and/or banning of Participant.

Participant agrees that PUBG 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. PUBG will use this personal data for the following purposes:

- recording, producing and broadcasting the Competition;
- operating the Competition;
- marketing and publicity of the Competition;
- managing the relationship between such individuals and PUBG;
- communicating with such individuals to answer their questions about the Competition; and
- communicating with prize winners and arranging delivery of their prizes.

PUBG may conduct the foregoing activities through third parties. In addition, PUBG 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 PUBG or such third parties as provided herein. PUBG complies with applicable laws that meet internationally accepted standards.