

PLAYERUNKNOWN'S
BATTLEGROUNDS®

SUPER

Standard and Universal PUBG Esports Ruleset

Table of Contents

1 Introduction to PUBG Esports	4
1.1 Pro League Regions	4
1.2 Pro Circuit Regions	4
1.3 Levels of Competition	4
1.3.1 Pro	4
1.3.2 Semi-Pro	4
1.3.3 Amateur	4
1.4 Event Types	5
1.4.1 Regional.....	5
1.4.2 Multi-Regional	5
1.4.3 Global.....	5
2 Introduction to SUPER	5
2.1 Spirit of the Rules	5
2.2 Rule Changes	5
3 Player Eligibility	5
3.1 Age	5
3.2 Conflict of Interest	6
4 Team Eligibility	6
4.1 Native Roster Requirements	6
4.2 Conflict of Interest	6
5 Code of Conduct	6
5.1 PUBG Terms of Service	6
5.2 Best Ability	6
5.3 Collusion and Match-Fixing	6
5.4 Betting and Gambling	7
5.5 Bribery	7
5.6 Exploiting and Hacking	7
5.7 Cheating	7
5.8 Ringing	7
5.9 Intentional Disconnects	7
5.10 Profanity and Hate Speech	7
5.11 Disruptive and Abusive Behavior	8
5.12 Harassment and Sexual Harassment	8
5.13 Discrimination and Denigration	8
5.14 Criminal Activity	8
5.15 Confidentiality	8
6 Conduct Violations and Penalties	8
6.1 Penalties	8
6.2 Right to Issue and Publish	9
7 In-Game Rules and Scoring	9
7.1 Bluezone Matrix	10
7.2 Point Matrix	10

7.3 Drop Table..... 11
8 Changelog..... 12

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1 Introduction to PUBG Esports

The PUBG Esports 2019 Season (“Competition”) ecosystem spans across a total of 9 regions. Regions are categorized as either a Pro League Region or a Pro Circuit Region.

1.1 Pro League Regions

Pro League Regions consist of Pro, Semi-Pro, and Amateur levels of competition. The current Pro League Regions are as follows.

- China
- Europe, Middle East, Africa
- Japan
- Korea
- North America
- Chinese Taipei

1.2 Pro Circuit Regions

Pro Circuit Regions consist of pro and amateur levels of competition. The current Pro Circuit Regions are as follows.

- Latin America
- Oceania
- Southeast Asia

1.3 Levels of Competition

1.3.1 Pro

The Pro category is dedicated to the highest level of competition.

1.3.2 Semi-Pro

The Semi-Pro category is dedicated to a middle tier of competition.

1.3.3 Amateur

The Amateur category is dedicated to the entry level of competition.

1.4 Event Types

1.4.1 Regional

Events where teams from only one region attend are considered Regional Events.

1.4.2 Multi-Regional

Events where at least one team from more than one region attends are considered Multi-Regional Events.

1.4.3 Global

Events where at least one team from every region attends are considered Global Events.

2 Introduction to SUPER

This Standard and Universal PUBG Esports Ruleset (“SUPER”) applies to all Teams and Players (“Competitors”) in the Competition. SUPER should be used in addition to any other rules supplied by a PUBG Esports tournament.

2.1 Spirit of the Rules

SUPER is a living document that is intended to establish and reinforce a positive and competitive environment that is defined by sportsmanship and integrity. SUPER will continually be refined and updated to reflect the rules that govern the Competition worldwide.

2.2 Rule Changes

Administration reserves the right to amend, remove, or make changes to these rules for any reason at any time. Any material changes to this document will be listed in the Changelog section and communicated directly to Competitors via the appropriate channels. Administration reserves the right to make judgement on cases not specifically covered by this document to preserve the spirit of fair play and sportsmanship. Competitors are always expected to understand and operate on the latest version of these rules.

3 Player Eligibility

Players must adhere to the following rules in addition to any eligibility requirements defined by specific PUBG competitions to be eligible to compete.

3.1 Age

To be eligible to compete in a Pro Match, players must be 18 years of age or older. This requirement does not apply to Amateur Matches.

3.2 Conflict of Interest

Players may not be employees of PUBG Corp or its Affiliates.

4 Team Eligibility

Teams must adhere to the following rules in addition to any eligibility requirements defined by specific PUBG competitions to be eligible to compete.

4.1 Native Roster Requirements

Each team roster must include at least 3 legal citizens or permanent residents from its region.

4.2 Conflict of Interest

Team staff or ownership may not consist of employees of PUBG Corp or its Affiliates.

5 Code of Conduct

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

5.1 PUBG Terms of Service.

Competitors shall comply with the PUBG Terms of Service. The full PUBG Terms of Service can be found here: <https://www.pubg.com/terms-of-service/>

5.2 Best Ability

Competitors must always attempt to compete at their best ability and use their best effort during any Game and avoid any behavior that is inconsistent with principles of sportsmanship, honesty, integrity, and fair play.

5.3 Collusion and Match-Fixing

Competitors shall not participate in any act of collusion or match-fixing. Collusion is defined as any agreement between two or more Competitors to cheat, deceive, or disadvantage opposing Competitors. Collusion includes, but is not limited to the following:

- Agreeing to any ruleset outside of the official rules
- Worsening performance or losing a Game or encouraging another Competitor to do so
- Deliberately losing for any reason or encouraging another Competitor 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 Competitors

Match-fixing is defined as offering, agreeing, conspiring, or influencing the outcome of any Game by means that are prohibited by law or these rules.

5.4 Betting and Gambling

Competitors shall not participate in any act of betting or gambling. Betting is defined as the act of gambling money on the outcome of a Game. Competitors must never place, attempt to place, or encourage the placement of bets on any Game of the Competition. No Competitor may benefit directly or indirectly from gambling on any result of the Competition.

5.5 Bribery

Competitors shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or something else of value to influence the judgement or conduct of a person. Competitors must never offer or receive any form of compensation to or from another Competitor to attempt to gain an unfair advantage in the Competition.

5.6 Exploiting and Hacking

Competitors 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.

5.7 Cheating

Competitors shall not cheat by using any kind of device, program, or any other method.

5.8 Ringing

Competitors shall not participate in any act of ringing. Ringing is defined as playing under another Competitor's account.

5.9 Intentional Disconnects

Competitors shall not disconnect from a Game by any intentional action (quitting the game, turning off PC, unplugging ethernet cable, etc.). Any action from a Competitor that causes a disconnect shall be deemed intentional regardless of the intent.

5.10 Profanity and Hate Speech

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

5.11 Disruptive and Abusive Behavior

Competitors shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic.

5.12 Harassment and Sexual Harassment

Competitors 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.

5.13 Discrimination and Denigration

Competitors 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.

5.14 Criminal Activity

Competitors 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.

5.15 Confidentiality

Competitors 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 consent is strictly prohibited.

6 Conduct Violations and Penalties

Competitors 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. Competitors shall not withhold information from Administration during an investigation. During an investigation, Competitors must adhere to the instructions of Administration and supply complete and accurate information. Competitors shall never create any obstruction to an investigation.

6.1 Penalties

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 warning(s)
- Fine(s) and/or deduction(s) of prize money
- Forfeiture(s) of Game(s)
- Disqualification(s)
- Suspension(s) or Ban(s)

Penalties may not always be imposed in a successive manner.

6.2 Right to Issue and Publish

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

7 In-Game Rules and Scoring

Every Game in the Competition will use the following standardized rules:

- **Game Mode:** FPP
- **Team Size:** 4 Players
- **Number of Teams:** 16
- **Maps:** Erangel and Miramar

7.1 Bluezone Matrix

The Bluezone Matrix is as follows:

Phase	Delay	Wait	Move	DPS	Shrink	Spread	LR
1	90	180	270	0.6	0.4	0.5	0
2	0	90	120	0.8	0.55	0.56	0
3	0	60	120	1	0.6	0.56	0
4	0	60	150	3	0.6	0.56	1
5	0	50	120	5	0.65	0.56	0
6	0	50	120	8	0.65	0.56	0
7	0	50	90	10	0.65	0.56	0
8	0	50	60	14	0.7	0.56	1
9	0	10	160	18	0.001	10	0

7.2 Point Matrix

The Point Matrix is as follows:

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9-16	0
Kill Point	1

7.3 Drop Table

The Drop Table is as follows:

Adjustable Ratio & Adjustable Total Number	1.8
Ammunitions	1.1
- Bolt	0
Sniper Rifles	3
DMRs	3
Assault Rifles	1.6
Hunting Rifles	0.8
LMGs	0.8
SMGs	1.7
Shotguns	0.9
Handguns	0.3
Throwables	1
Melee Weapons	1.7
Crossbow	0
Flare Gun	0
Sight Attachments	1.1
Magazine Attachments	1.1
Muzzle Attachments	0.6
Foregrip Attachments	1.2
Stock Attachment	1
- Quiver (Crossbow)	0
Heal Items	1
Boost Items	1
Gas Can	0.3
Backpack	0.8
Helmet	0.9
Armored Vest	0.8
Clothing	0

8 Changelog

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

Version	Date Updated	Note
Version 1.0	1/23/2019	Initial draft approved and published.