



ESL PUBG Open: Fall Europe

Rulebook

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1. Introduction to ESL PUBG Open

The ESL PUBG Open ("Tournament") is an official competition with its own rules and regulations. This Ruleset applies to all Teams and Players ("Competitors") in the Competition. By participating in an ESL PUBG Open tournament you agree to accept the rules in this document.

The ESL PUBG Open 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.

1.1 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 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.

1.2 Live Broadcast

1.2.1 Broadcasting Rights

All broadcasting rights of ESL PUBG Open tournaments are co-owned by ESL and KRAFTON INC.

1.2.2 Personal Broadcasts

Players or casters are not allowed to broadcast their own or any other matches belonging to ESL without prior approval from the tournament organizer. When permission to broadcast is granted the broadcaster must use 25 minutes of delay.

1.3 Communication

Communication between the tournament organizer and team representatives will be made by either email or an official tournament discord server. The discord server will be communicated out by email.

All communication with the tournament organizer is confidential and cannot be publicly shared

1.4 Prize Money

The ESL PUBG Open: Fall Grand Finals will have a total prize pool of \$2,000. Prize pool breakdown is listed below.

| ESL PUBG Open: Fall Prize Pool | | |
|--------------------------------|---------|--------------|
| Placement | Amount | % Prize Pool |
| 1 | \$2,000 | 100.0% |

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.

1.5 Format and schedule

1.5.1 Tournament schedule

- **Qualifiers:** September 22nd, 23rd & 24th
- **Upper Bracket:** September 29th
- **Lower Bracket:** September 30th & October 1st
- **Grand Finals:** October 9th & 10th

1.5.2. Tournament format details

- **Qualifiers:**
 - Sign ups limited to **256 teams**
 - 256 teams will play their matches on Day 1 of the Open Qualifiers
 - TOP8 from each lobby on Day 1 advance to the Day 2 of the Open Qualifiers
 - Day 2 starts with 128 teams. TOP8 from each lobby advance to Day 3 of the Open Qualifiers
 - Day 3 starts with 64 teams. Advancement to the Main Event is determined in the following way:
 - TOP4 from each group advance to the Upper Bracket
 - 5th & 6th team from each group advance to the Lower Bracket

- **Upper Bracket:**
 - Spots in the Upper Bracket are filled by:
 - TOP4 teams from each group from Qualifiers
 - 1-day phase with 6 maps (BO6)
 - TOP8 teams advance to the Grand Finals
 - Remaining teams are moved to the Lower Bracket
- **Lower Bracket:**
 - Spots in the Lower Bracket are filled by:
 - 8 teams from the Open Qualifiers
 - 8 teams from the Upper Bracket that didn't advance to the Grand Finals
 - 2-days phase with 6 maps (BO6) per day (12 maps total)
 - TOP8 teams advance to the Grand Finals
- **Grand Finals:**
 - Spots in the Grand Finals are filled by:
 - 8 teams from the Upper Bracket
 - 8 teams from the Lower Bracket
 - 2-days phase with 6 maps (BO6) per day (12 maps total)

During all phases of the tournament, SUPER ruleset is being used. To check the full description of the system, please check the [8. In-Game Scoring](#).

2. Player Eligibility

2.1 Age

No Player shall be considered eligible to participate before his or her 18th birthday, defined as having lived 18 full years.

2.2 Player Aliases

Player Aliases are subject to approval by Administration. Administration reserves the right to deny the use of a Player Alias and require a change for any reason. Player Aliases may not exceed 12 characters. Player Aliases may use any combination of uppercase and lowercase letters (A-Z), digits (0-9), underscores (_), or hyphens (-). Player Aliases may not include spaces.

Player Aliases must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Player Aliases may not include a sponsor name.
- Player Aliases may not include any product name or description.
- Player Aliases may not include any words that are purely commercial.
- Player Aliases may not contain vulgarities or obscenities in any way.
- Player Aliases must comply with the Code of Conduct.

2.3 In-Game Nicknames

In-Game Nicknames are subject to approval by Administration. Administration reserves the right to deny the use of an In-Game Nickname and require a change for any reason including to ensure that the In-Game Nickname can comfortably fit within the boundaries of any in-game asset. In-Game Nicknames may not exceed 16 characters.

In-Game Nicknames must adhere to the following format:

TAG_PlayerAlias

2.4 Region Requirement

All players must be located in one of the following countries:

| Europe | | | | |
|----------------------------------|--------------|-----------------|--------------------|-------------------------------|
| Albania | Andorra | Austria | Belgium | Bosnia and Herzegovina |
| Bulgaria | Croatia | Cyprus | Czech Republic | Denmark |
| Estonia | Finland | France | Germany | Greece |
| Hungary | Iceland | Ireland | Italy | Latvia |
| Liechtenstein | Lithuania | Luxembourg | Malta | Monaco |
| Montenegro | Netherlands | North Macedonia | Norway | Poland |
| Portugal | Romania | San Marino | Serbia | Slovakia |
| Slovenia | Spain | Sweden | Switzerland | UK of GB and Northern Ireland |
| Vatican | Armenia | Azerbaijan | Belarus | Georgia |
| Kazakhstan | Kyrgyzstan | Moldova | Russian Federation | Tajikistan |
| Turkmenistan | Ukraine | Uzbekistan | | |
| Middle East and Africa | | | | |
| Afghanistan | Algeria | Angola | Bahrain | Benin |
| Botswana | Burkina Faso | Burundi | Cabo Verde | Cameroon |
| Central African Republic | Chad | Comoros | Congo | Côte D'Ivoire |
| Democratic Republic of the Congo | Djibouti | Egypt | Equatorial Guinea | Eritrea |
| Eswatini (Swaziland) | Ethiopia | Gabon | Ghana | Guinea |
| Guinea Bissau | Iran | Iraq | Israel | Jordan |
| Kenya | Kuwait | Lebanon | Lesotho | Liberia |

| | | | | |
|--------------|------------|------------|----------|--------------------------|
| Libya | Madagascar | Malawi | Mali | Mauritius |
| Morocco | Mozambique | Namibia | Niger | Nigeria |
| Oman | Pakistan | Qatar | Rwanda | Sao Tome and Principe |
| Saudi Arabia | Senegal | Seychelles | Somalia | South Africa |
| South Sudan | Sudan | Syria | Tanzania | Togo |
| Tunisia | Turkey | UAE | Uganda | Yemen |
| Zambia | Zimbabwe | | | |

3. Team Eligibility

3.1 Team Tags

Teams are required to specify a Team Tag to be used in their players' In-Game Nicknames. Team Tags are subject to approval by Administration. Administration reserves the right to deny the use of a Team Tag and require a change for any reason. Team Tags must be 2 to 4 characters. Team Tags may only include uppercase letters (A-Z) and digits (0-9). Team Tags may not use spaces, underscores (_), or hyphens (-).

Team Tags for all Pro level Teams must be unique globally. Team Tags must adhere to the Code of Conduct.

Team Tags are mandatory to be used only for the Upper Bracket, Lower Bracket and Grand Finals of the tournament.

3.2 Team Names

Team names must adhere to the Code of Conduct. Administration reserves the right to deny the use of a Team Name and require a change for any reason.

3.3 Native Roster Requirements

Each team roster must consist of at least fifty percent (50%) of players who are legal citizens or permanent residents from the region it registers to compete in. For the purpose of this section, legal citizenship and/or permanent residency are defined per the laws of each corresponding country. To provide further clarification, if the regional roster rules allow for four (4) members, then at least two (2) must be legal citizens or permanent residents. If the regional roster rules allow for five (5) members, then at least three (3) must be legal citizens or permanent residents.

3.4 Conflict of Interest

Team owners, staff members, or representatives may not be employees of PUBG Corporation or ESL.

3.5 Slot holder

The ESL PUBG Open slot will be owned by teams who have been invited directly to the tournament or have qualified through qualifiers. Slots will be given to the owners only for the duration of a single ESL PUBG Open Tournament.

If players are contracted with a legal entity, who is acting as the team representative, ownership of the slot is under control of this legal entity.

If players are not represented by any legal entity - the slot will be given to the actual team, where the team leader will be the designated contact person and slot owner for this team. This person will be responsible for keeping the team in order, and holding all questions regarding team account submitting and maintenance, but in such a case the right to the license can only be sustained if 3 out of 4 of the players that actively played in the last stage(s) of the qualification stay on the team. The slot owner or representative is responsible for all actions and commitments of the team.

The Legal entity has the right to transfer the slot to other legal entity or to the players from the roster in case of withdrawal from the tournament. In case if the slot is given to the other legal entity - both parties should provide legal documents of this operation. In case of legal entity withdrawing from the tournament and the slot is given to the team roster - players need to keep 3 out of the 4 players, who were assigned to the team main roster during the registration.

Players without organization can sign with the Legal entity, but in this case they are transferring ownership of the slot to this Legal entity.

All transfers are required to be finished by the roster lock periods.

ESL and PUBG Corp. reserves the right to withdraw or deny slot ownership from any participant if owners breached within the guidelines and/or rulebook set out by the organizer.

3.6 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 an ESL competition.

1. An individual, entity or group cannot directly or indirectly own or operate more than one team globally.
2. An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team globally.
3. 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.
4. 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.

3.7 Roster change

During the tournament period all teams will be affected by the roster lock. All team rosters participating in the Qualifiers will be locked from the start of the Qualifiers till the end of the ESL PUBG Open tournament. All team rosters invited to the Upper Bracket of the competition will be locked from the start of the Upper Bracket till the end of the ESL PUBG Open tournament.

Roster changes are allowed only during transfer periods before roster lock applies. Teams are allowed to change any amount of the players before roster lock applies. During the tournament, teams are allowed to replace any player from the team by a team substitute. Team substitute must be added to the team before roster lock applies. This player must be also added to the team roster, otherwise such player usage will be treated like roster lock violation.

Team substitute must continue playing all matches scheduled for a specific match day. It's not possible to replace any player from a team by the player who has been previously replaced. This player is allowed to be used on the following match day.

ESL has the right to deny the addition if a player does not meet the requirements for a Player addition.

4. 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.

4.1 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/>

4.2 Best Ability

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

4.3 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 Match 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 Match by means that are prohibited by law or these rules.

4.4 Betting and Gambling

Competitors shall not participate in any act of betting or gambling. Betting is defined as the act of wagering money (cash, cash equivalent, credit of monetary value, or any other monetary instrument) on the outcome of a Match. Competitors must never place, attempt to place, or encourage the placement of bets on any Match of the Competition. No Competitor may benefit directly or indirectly from gambling on any result of the Competition.

4.5 Bribery

Competitors shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or anything 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 or any other person to attempt to gain or give an unfair advantage in the Competition.

4.6 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.

4.7 Cheating

Competitors shall not cheat by using any kind of device, program, or any other method or activity that may gain or give an unfair advantage.

4.8 Ringing

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

4.9 Intentional Disconnects

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

4.10 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.

4.11 Disruptive and Abusive Behavior

Competitors shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. A Competition may be conducted and broadcasted in any country and include Teams from any country in the world. Competitors are responsible for being aware of the sensitivities of the cultures of the hosting country, broadcasting countries, the

participating Teams and Competitors, with regards to avoiding any comments, actions or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic. All determinations of any disruptive or abusive behavior is at the sole discretion of the Administration.

4.12 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.

4.13 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.

4.14 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.

4.15 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.

4.16 Concluding the Competition

Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion. Teams and Competitors shall not refuse to participate in the Competition for any reason including, without limitation, disagreement with a decision by Administration, an accusation of competitive integrity of the Competition, or imperfect playing conditions.

5. 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.

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

5.2 Publication of Penalties

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

6. In-Game Settings

Every Match in the Competition will use Esports Mode with the Default Settings Preset. All settings shall remain default unless explicitly stated below. Administration reserves the right to make changes to In-Game Settings for any reason at any time. Administration may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

6.1 Basics

The official version of the game will be used throughout the tournament.

- The Live server of PUBG will be used for the Qualifier;
- The Esports server A or B of PUBG will be used for Upper Bracket, Lower Bracket and Grand Finals.

6.1.1 Game Settings

| Match Settings: Game Settings | |
|-------------------------------|------------------|
| Map | Erangel, Miramar |
| Perspective | FPP |
| Players | 64 |
| Team Players | 4 |
| Weather | Sunny |

6.1.2 Maps

- Bo4 Miramar > Miramar > Erangel > Erangel
- Bo6 Miramar > Miramar > Miramar > Erangel > Erangel > Erangel
- Bo8 Miramar > Miramar > Miramar > Miramar > Erangel > Erangel > Erangel > Erangel
- Bo12 Bo6 x2
- Bo18 Bo6 x3

6.2 Erangel Settings

6.2.1 Erangel Settings: Blue Zone

| Erangel Settings: Blue Zone | | | | | | | |
|-----------------------------|-------|------|------|-----|--------|--------|------------|
| | Delay | Wait | Move | DPS | Shrink | Spread | Land Ratio |
| Phase 1 | 90 | 240 | 270 | 0.6 | 0.35 | 0.5 | 0 |
| Phase 2 | | 90 | 120 | 0.8 | 0.55 | 0.56 | 0 |
| Phase 3 | | 60 | 120 | 1 | 0.6 | 0.56 | 0 |
| Phase 4 | | 60 | 120 | 3 | 0.6 | 0.56 | 1 |
| Phase 5 | | 60 | 120 | 5 | 0.65 | 0.56 | 0 |
| Phase 6 | | 60 | 120 | 8 | 0.65 | 0.56 | 0 |
| Phase 7 | | 60 | 90 | 10 | 0.65 | 0.56 | 0 |
| Phase 8 | | 60 | 60 | 14 | 0.7 | 0.56 | 1 |
| Phase 9 | | 10 | 160 | 18 | 0.001 | 10 | 0 |

6.2.2 Erangel Settings: Item Spawns

| Erangel Ruleset | |
|--|------|
| Adjustable Ratio & Adjustable Total Number | 1.8 |
| Ammunitions | |
| Ammunitions | 1 |
| - 12 gauge | 1 |
| - .45 ACP | 1 |
| - 5.56mm | 1 |
| - 762mm | 1 |
| - 9mm | 1 |
| - Bolt | 0 |
| - Flare | 0 |
| Weapons | |
| Sniper Rifles | 1.65 |
| - Kar98K | 1 |
| - Mosin Nagant | 1 |
| - M24 | 1 |
| DMRs | 2.25 |
| - Mini14 | 1 |
| - SKS | 1 |
| - VSS | 1 |
| - SLR | 1 |
| - QBU | 1 |
| Assault Rifles | 1.3 |
| - AKM | 1 |
| - G36C | 1 |
| - M416 | 1 |
| - M16A4 | 1 |
| - Beryl M762 | 1 |
| - Mk47 Mutant | 1 |
| - SCAR-L | 1 |
| - QBZ | 1 |
| Hunting Rifles | 0 |
| - Win94 | 1 |
| LMGs | 0.5 |
| - DP-28 | 1 |
| - M249 | 1 |
| SMGs | 2 |

| | |
|-------------------|------|
| - Bizon | 1 |
| - Tommy Gun | 1 |
| - UMP45 | 1 |
| - Micro UZI | 1 |
| - Vector | 1 |
| - MP5K | 1 |
| Shotguns | 1 |
| - S686 | 1 |
| - S12K | 1 |
| - S1897 | 1 |
| - DBS | 0.5 |
| Handguns | 0.45 |
| - Deagle | 1 |
| - P18C | 1 |
| - P1911 | 1 |
| - P92 | 1 |
| - R1895 | 1 |
| - R45 | 1 |
| - Sawed Off | 1 |
| - Skorpion | 1 |
| Throwables | 1.4 |
| - Flash Bang | 1.1 |
| - Frag Grenade | 0.7 |
| - Molotov Coctail | 1.1 |
| - Smoke Grenade | 1.1 |
| - SpikeTrap | 0 |
| - Sticky Bomb | 0 |
| - C4 | 0 |
| Melee Weapons | 1.65 |
| - Crowbar | 1 |
| - Machete | 1 |
| - Pan | 1 |
| - Sickle | 1 |
| Crossbow | 0 |
| Flare Gun | 0 |
| Launcher | 0 |
| - Panzerfaust | 0 |
| ETC | |
| Sight Attachments | 1.1 |
| - Dotsight | 1 |
| - HoloSight | 1 |

| | |
|----------------------------------|------|
| - Scope2x | 1 |
| - Scope3x | 1 |
| - Scope4x | 1 |
| - Scope6x | 1 |
| - Scope8x | 1 |
| - Canted sight(RMR) | 1 |
| Magazine Attachments | 0.55 |
| - SR Magazine | 1 |
| - AR Magazine | 1 |
| - SMG, Handguns Magazine | 1 |
| Muzzle Attachments | 0.75 |
| - SR Muzzle | 1 |
| - AR Muzzle | 1 |
| - SG Muzzle | 1 |
| - SMG, Handguns Muzzle | 1 |
| Foregrip Attachments | 1.3 |
| - Foregrips | 1 |
| Stock Attachment | 1.65 |
| - Quiver(Crossbow) | 0 |
| - Composite(AR, Vector, MP5K) | 1 |
| - UZI stock | 1 |
| - Bulletloops(SG, Win94, Kar98K) | 1 |
| - Cheekpad | 1 |
| Consumables | |
| Heal Items | 1.1 |
| - Bandage | 1 |
| - First aid | 1 |
| - Medkit | 1 |
| Boost Items | 1 |
| - Energy Drink | 1 |
| - Pain Killer | 1 |
| - Adrenaline | 1 |
| Gas Can | 0.35 |
| Equipment | |
| Backpack | 0.65 |
| - Backpack(Lv. 1) | 1 |
| - Backpack(Lv. 2) | 1 |
| - Backpack(Lv. 3) | 1 |
| Helmet | 0.9 |
| - Helmet(Lv. 1) | 1 |
| - Helmet(Lv. 2) | 1 |

| | |
|-----------------------------|------|
| - Helmet(Lv. 3) | 1 |
| Armored Vest | 0.9 |
| - Armor(Lv. 1) | 1 |
| - Armor(Lv. 2) | 1 |
| - Armor(Lv. 3) | 1.05 |
| Clothing | |
| Clothing | 0 |
| Vehicle | |
| - Buggy | 1 |
| - Dacia | 1 |
| - Zima | 1 |
| - Mirado | 1 |
| - Motorbike | 1 |
| - Scooter | 1 |
| - Motorbike w/ Sidecar | 0 |
| - Tukshai | 1 |
| - Pickup | 1 |
| - Rony | 1 |
| - UAZ | 1 |
| - Esports Exclusive Vehicle | 1 |
| Aircraft | |
| - Motor Glider | 0 |
| Watercraft | |
| - Boat | 1 |
| - Aquarail | 1 |

6.2.3 Erangel Vehicles



■ Vehicles:

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Erangel.

■ Boats:

Boats will only and always spawn at the Red dots.

6.3 Miramar Settings

6.3.1 Miramar Settings: Blue Zone

| Miramar Settings: Blue Zone | | | | | | | |
|-----------------------------|-------|------|------|-----|--------|--------|------------|
| | Delay | Wait | Move | DPS | Shrink | Spread | Land Ratio |
| Phase 1 | 90 | 240 | 270 | 0.6 | 0.35 | 0.5 | 0 |
| Phase 2 | | 90 | 120 | 0.8 | 0.55 | 0.56 | 0 |
| Phase 3 | | 60 | 120 | 1 | 0.6 | 0.56 | 0 |
| Phase 4 | | 60 | 120 | 3 | 0.6 | 0.56 | 1 |
| Phase 5 | | 60 | 120 | 5 | 0.65 | 0.56 | 0 |
| Phase 6 | | 60 | 120 | 8 | 0.65 | 0.56 | 0 |
| Phase 7 | | 60 | 90 | 10 | 0.65 | 0.56 | 0 |
| Phase 8 | | 60 | 60 | 14 | 0.7 | 0.56 | 1 |
| Phase 9 | | 10 | 160 | 18 | 0.001 | 10 | 0 |

6.3.2 Miramar Settings: Item Spawns

| Miramar Ruleset | |
|--|------|
| Adjustable Ratio & Adjustable Total Number | 1.7 |
| Ammunitions | |
| Ammunitions | 1 |
| - 12 gauge | 1 |
| - .45 ACP | 1 |
| - 5.56mm | 1 |
| - 762mm | 1 |
| - 9mm | 1 |
| - Bolt | 0 |
| - Flare | 0 |
| Weapons | |
| Sniper Rifles | 2.45 |
| - Kar98K | 1 |
| - Mosin Nagant | 1 |
| - M24 | 1 |
| DMRs | 2.8 |
| - Mini14 | 0.95 |
| - SKS | 1.05 |
| - VSS | 0.95 |
| - SLR | 0.95 |
| - QBU | 1 |
| Assault Rifles | 1.3 |
| - AKM | 0.95 |
| - G36C | 1 |
| - M416 | 1.05 |
| - M16A4 | 0.95 |
| - Beryl M762 | 1.05 |
| - Mk47 Mutant | 1 |
| - SCAR-L | 1.05 |
| - QBZ | 1 |
| Hunting Rifles | 0.65 |
| - Win94 | 1 |
| LMGs | 0.4 |
| - DP-28 | 1 |
| - M249 | 1 |
| SMGs | 0.85 |

| | |
|-------------------|------|
| - Bizon | 0 |
| - Tommy Gun | 1 |
| - UMP45 | 1 |
| - Micro UZI | 0.95 |
| - Vector | 1.05 |
| - MP5K | 0 |
| Shotguns | 1 |
| - S686 | 1 |
| - S12K | 1 |
| - S1897 | 1 |
| - DBS | 0.4 |
| Handguns | 0.55 |
| - Deagle | 1 |
| - P18C | 1 |
| - P1911 | 1 |
| - P92 | 1 |
| - R1895 | 1 |
| - R45 | 1 |
| - Sawed Off | 1 |
| - Skorpion | 1 |
| Throwables | 1.1 |
| - Flash Bang | 1.3 |
| - Frag Grenade | 0.55 |
| - Molotov Coctail | 1.4 |
| - Smoke Grenade | 1 |
| - SpikeTrap | 0 |
| - Sticky Bomb | 0 |
| - C4 | 0 |
| Melee Weapons | 1.85 |
| - Crowbar | 1 |
| - Machete | 1 |
| - Pan | 1 |
| - Sickle | 1 |
| Crossbow | 0 |
| Flare Gun | 0 |
| Launcher | 0 |
| - Panzerfaust | 0 |
| ETC | |
| Sight Attachments | 1 |
| - Dotsight | 1 |
| - HoloSight | 1 |

| | |
|----------------------------------|------|
| - Scope2x | 1.05 |
| - Scope3x | 1 |
| - Scope4x | 1.05 |
| - Scope6x | 1 |
| - Scope8x | 1.15 |
| - Canted sight(RMR) | 0.75 |
| Magazine Attachments | 1.2 |
| - SR Magazine | 1.05 |
| - AR Magazine | 1 |
| - SMG, Handguns Magazine | 1 |
| Muzzle Attachments | 0.75 |
| - SR Muzzle | 1.05 |
| - AR Muzzle | 1.05 |
| - SG Muzzle | 1 |
| - SMG, Handguns Muzzle | 1 |
| Foregrip Attachments | 1.25 |
| - Foregrips | 1 |
| Stock Attachment | 1.1 |
| - Quiver(Crossbow) | 0 |
| - Composite(AR, Vector, MP5K) | 1 |
| - UZI stock | 1 |
| - Bulletloops(SG, Win94, Kar98K) | 1 |
| - Cheekpad | 1.05 |
| Consumables | |
| Heal Items | 1.1 |
| - Bandage | 1 |
| - First aid | 1 |
| - Medkit | 1.05 |
| Boost Items | 1.1 |
| - Energy Drink | 1 |
| - Pain Killer | 1.05 |
| - Adrenaline | 1.05 |
| Gas Can | 0.35 |
| Equipment | |
| Backpack | 0.95 |
| - Backpack(Lv. 1) | 0.95 |
| - Backpack(Lv. 2) | 1.05 |
| - Backpack(Lv. 3) | 1.1 |
| Helmet | 0.8 |
| - Helmet(Lv. 1) | 0.95 |
| - Helmet(Lv. 2) | 1.05 |

| | |
|-----------------------------|------|
| - Helmet(Lv. 3) | 1 |
| Armored Vest | 0.8 |
| - Armor(Lv. 1) | 0.95 |
| - Armor(Lv. 2) | 1.05 |
| - Armor(Lv. 3) | 1.1 |
| Clothing | |
| Clothing | 0 |
| Vehicle | |
| - Buggy | 1 |
| - Dacia | 1 |
| - Zima | 1 |
| - Mirado | 1 |
| - Motorbike | 1 |
| - Scooter | 1 |
| - Motorbike w/ Sidecar | 0 |
| - Tukshai | 1 |
| - Pickup | 1 |
| - Rony | 1 |
| - UAZ | 1 |
| - Esports Exclusive Vehicle | 1 |
| Aircraft | |
| - Motor Glider | 0 |
| Watercraft | |
| - Boat | 1 |
| - Aquarail | 1 |

6.3.3 Miramar Vehicles



■ Vehicles:

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Miramar.

- Models: Pick-up Truck or Mirado
- Skin: Esports

■ Boats:

Boats will only and always spawn at the Red dots.

- Model: PG-117
- Skin: None

7. Lobby and Match Procedure

Before playing an official match in ESL PUBG Open players are required to turn on the “replay record” option in their respective client. Players should save all replays at least two (2) weeks after finishing each game in case the tournament organizer requests to review it.

7.1 Punctuality

At least one (1) member of each team is required to be present in the in-game lobby at least 10 minutes prior to the start of the match according to the announced schedule provided by the tournament organizer.

Latest 5 minutes prior to the start of a match all players in a team must be present in the lobby and in their correct lobby-slot.

7.2 Absence Upon Match Start

A team that is absent when a match starts is subject to one (1) or more penalties unless a valid reason is informed to the tournament administration ahead of time. Administration decides if the reason is valid and not the team.

No points are given out to an absent team.

7.3 Match Start

The match will start on the scheduled time. If there are unforeseen issues or broadcasting delays only the match admin may allow for a later match start.

7.4 Match Results

The match results of a finished match are considered confirmed by all parties unless a protest is submitted right after the end of the match.

7.5 Breaks Between Maps

All teams will have at least ten (10) minutes of break between maps. Start time may vary depending on how much time the broadcast needs. Exact start times will be communicated out by a tournament administrator as soon as possible after a map is finished on the tournament discord server.

Complaining and harassing the tournament administrator(s) about match start delays is prohibited.

7.6 Server Issues or Match Interruptions

- A map will be replayed fully if a server disconnection occurs at the start of the game or during.
- If a server disconnects with three (3) or fewer squads alive, each squad will be awarded with compensation points.
- Compensation points are the summary of average kills of the squad in the last three (3) games plus the average placement points left in the game.
- If a server disconnects with four (4) or more squads alive, the game will be replayed fully.
- If a player disconnects from the game after the first sixty (60) seconds of a game and is unable to reconnect to the server, the team must continue playing with the remaining members until the end of the map.

7.7 Match Protest(s)

7.7.1 Protest Confidentiality

A protest has to be filed during an ongoing match if the server settings are incorrect, ineligible players are present in the match or other related issues. After the match, protests will be reviewed by the tournament administrator(s) as soon as possible. All communication surrounding the protest and all involved parties are not to be shared outside of the people involved in the protest. With the permission from the tournament organizer the protest may be shared publicly or to other parties.

7.7.2 Deadline For Protest(s)

A protest must be submitted within 10 minutes of a finished match. Communication must be done on discord and in a private message to a tournament administrator. If a protest is submitted too late the tournament organizer may ignore the protest.

7.7.3 Filing Protest(s)

A protest must contain detailed information. If a protest lacks proper documentation it may be declined and not reviewed.

7.8 Emote Usage

The usage of in-game emotes during the matches are prohibited.

8. In-Game Scoring

Every Match in the Competition will award Points in accordance with the following scoring system.

8.1 Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each Match. A Team will earn one (1) Kill Point per Kill.

8.2 Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points based on the following matrix.

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

8.3 Match Points

A Team's Match Points is the sum of their Kill Points and Placement Points.

Kill Points + Placement Points = Match Points

For example, a Team who accumulates 10 Kills and finishes the Match in the 3rd position will earn 15 Match Points (10 + 5 = 15).

8.4 Total Points

A Team's Total Points is the sum of all Match Points accumulated during a set period of time.

8.5 Tie Breaker

In the event that two or more Teams have the same number of Total Points, the following rules shall be applied to break the tie.

1. Compare every tied Team's total Kill Points across all Matches
2. Compare every tied Team's best performing Match based on Match Points
3. Compare every tied Team's best performing Match based on Kill Points
4. Compare every tied Team's Kill Points in the most recent Match
5. Compare every tied Team's Placement Points in the most recent Match