

# PUBG MOBILE

## Official Competition Rulebook

(Version 1.2.0, January 29, 2021) **PUBGM OFFICIAL COMPETITION RULES I**



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## **BACKGROUND AND PURPOSE**

Proxima Beta Pte. Limited (“**Proxima**”) owns the rights to distribute the mobile game *PlayerUnknown’s Battlegrounds Mobile* (“**PUBG MOBILE**”) worldwide, except in Korea and Japan. Proxima has created a top tier of official competitions that feature play of PUBG MOBILE at an elite level, including the PUBG MOBILE Club Open, PUBG MOBILE Pro League, PUBG MOBILE Global Championship. These top-tier, elite competitions are referred to as the “**Official Competitions**”.

These PUBG MOBILE Official Competition Rules (“**General Rules**”) establish the general rules, terms and conditions applicable to the play of PUBG MOBILE at all Official Competitions. They include rules governing matters like player eligibility, player transfers, and player conduct that apply to all Official Competitions. These General Rules include (1) the general terms set forth in Sections 1 - 11 below (“**General Terms**”), (2) the registration procedures, requirements and rules that are displayed on the PUBG MOBILE website at the time of registration (“**Registration Requirements**”), and (3) the specific terms in the attached Appendices.

In addition to the General Rules, Proxima has also issued rules that apply to one specific Official Competition and not to others (the “**Competition-Specific Rules**”). The Competition-Specific Rules establish rules, terms and conditions for matters like prize pool, schedule and playoff structure that vary from tournament to tournament. For example, the PUBG MOBILE Club Open has its own Competition-Specific Rules that will apply to tournaments that are part of PUBG MOBILE Club Open but not to tournaments that are part of the PUBG MOBILE Pro League or any other Official Competition. The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Rules and the Competition-Specific Rules.

These General Rules apply to and are binding on: (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team (“**Team**”) to participate in an Official Competition, and (2) to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to in in these General Rules as the “**Team Members**”.

These General Rules apply to online qualifiers, regular season and post-season play, including the Global Championship, and to any other match, game, tournament or event that is part of an Official Competition (“**Tournament**”). The Competition-Specific Rules for a particular Official Competition apply to all stages, seasons or splits for that Official Competition. These General Rules and the applicable Competition-Specific Rules form a contract between a Team Member and Proxima. Each Team Member must read, understand, and agree to these General Rules and the applicable Competition-Specific Rules before participating in any Tournament.

**BY PARTICIPATING IN ANY TOURNAMENT, YOU AGREE TO THESE GENERAL RULES AND THE COMPETITION-SPECIFIC RULES APPLICABLE TO THAT TOURNAMENT. IF YOU DO NOT ACCEPT THESE GENERAL RULES AND THE APPLICABLE COMPETITION-SPECIFIC RULES AND ABIDE BY THEM DURING YOUR PARTICIPATION IN THE TOURNAMENTS, YOU WILL NOT BE ELIGIBLE TO PARTICIPATE IN AN OFFICIAL COMPETITION. PUBGM OFFICIAL COMPETITION RULES 5**

# GENERAL TERMS

## 1. Acceptance of General Rules

### 1.1. Acceptance

1.1.1. Each Team Member must agree to these General Rules and the applicable Competition-Specific Rules in order to participate in any Tournament. A Team Member may accept these General Rules or the applicable Competition-Specific Rules by registering to participate in an Official Competition in accordance with the Registration Requirements or by participating in any Tournament.

1.1.2. When a Team Member arrives at a LAN Event, she or he may be asked to sign an acknowledgment form before the Tournament begins. This form confirms that the Team Member has accepted and agreed to abide by these General Rules and the applicable Competition-Specific Rules. A Team Member's failure or refusal to sign an acknowledgment form when asked to do so may result in sanctions, including: (i) disqualification of the Team Member or the Team Member's Team from the applicable Tournament; (ii) forfeiture of any and all prizes earned by the Team Member or such Team Member's Team; and/or (iii) forfeiture of Team Member's or such Team Member's Team's slot in the applicable Tournament. A Team Member who is not asked to sign an acknowledgement form may accept these General Rules and the Registration Requirements as provided in Section 1.1.1.

### 1.2. Changes to General Rules and Competition-Specific Rules

The field of esports and the mobile games played in esports are changing rapidly, and these General Rules and the Competition-Specific Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and updates to PUBG MOBILE. Accordingly, Proxima may update, amend or supplement these General Rules and the Competition-Specific Rules from time to time, and may interpret or apply these General Rules and the Competition-Specific Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these General Rules or the Competition-Specific Rules will be provided to the Team's Team Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these General Rules and the Competition-Specific Rules to other Team Members. Participation in any Tournament will constitute acceptance of the changed rules, instructions and guidance.

### 1.3. Enforcement of the General Rules

Proxima has retained a third-party tournament organizer ("**Tournament Organizer**") to operate certain Tournaments. The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament ("**Tournament Officials**") and for ensuring compliance with these General Rules and the applicable Competition-Specific Rules. **PUBGM OFFICIAL**

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#### **1.4. Privacy Policy**

Proxima will collect, store, and use a Team Member's personal information in accordance with the Privacy Policy for PUBG MOBILE in effect for the Team Member's Region, which is available at <https://pubgmobile.proximabeta.com/privacy.html>.

## **2. Players**

### **2.1. Eligibility**

**2.1.1. Player Age.** In order to be eligible to participate in a Tournament as a player, an individual must have reached 16 years of age or older (i.e., the player has lived for at least 16 calendar years) as of the Tournament start date. If a player is 16 years of age or older but under the age of majority in his or her country of residence before the start of the Tournament, he or she may still compete in the Tournament if (1) he or she meets the other eligibility criteria in these General Rules and the applicable Competition-Specific Rules, and (2) a parent or legal guardian accepts these General Rules and the applicable Competition-Specific Rules on behalf of the player, and consents to the player's participation in the Tournament using a parental consent form provided by the Tournament Organizer.

**2.1.2. Ranking Requirement.** All players on a Team's roster must have held a ranking for PUBG MOBILE of "Platinum" or above, in any mode (TPP or FPP), at the time of registration for any Official Competition.

**2.1.3. Multiple Teams.** Players may not play for or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

**2.1.4. Regional Requirement.** In order to maintain the regional identity of teams that compete in a global competition and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain, at all times during any Official Competition, at least three players on its roster that are Residents (as defined below) of the Team's home region and at least two of the Team's players participating in any Tournament Game must be Residents of the Team's home Region.

(A) **Team's Region.** A Team's home Region is identified by the Team Captain at the time of registration and may not be changed at any time during an Official Competition without the prior written approval of the Tournament Officials.

(B) **Resident Defined.** A player is considered a "**Resident**" of a particular Region for the purposes of an Official Competition if the player is, on the date that the player registers for the Official Competition, either (i) a lawful resident of a jurisdiction in such Region on the first day of the Tournament, or (ii) a citizen or national of a country in such Region. All **PUBGM OFFICIAL COMPETITION RULES**

matters relating to the determination of a player's Region or residency shall, for purposes of the Official Competition, be resolved by the Tournament Officials in their sole discretion.

(C) **Certification of Residency.** All players shall certify their residency prior to participation in any live, in-person Tournament (“LAN Event”) by providing proof of residency as defined below. Tournament Officials reserve the right to request legal proof to verify a player's age, residency or compliance with other eligibility requirements in these General Rules or in the Registration Requirements.

(D) **Proof of Residency.** To be certified as a Resident by Tournament Officials, a player must prove lawful residency in the Region with a valid identification document (e.g. driver's license, passport, national identity card) issued by a governmental authority of a jurisdiction in the Region or have a valid residency visa (i.e., work visa, athlete visa, student visa). For the avoidance of doubt, a tourist visa does not satisfy the residency requirement. Teams that qualify for LAN Events must provide passport information for all players to verify travel arrangements to such LAN Events.

(E) **Single Residency Status.** A player may only be a Resident of a single Region at any point in time, regardless of whether that player has lawful resident status in multiple Regions. Once a player declares residency in one Region in which he/she is eligible, the player may only switch Regions with advance approval by Tournament Officials. If a player becomes a lawful resident of a jurisdiction located in another Region during the course of a Season, the player will only be recognized as a Resident of such Region as of the date of the first Tournament Game in the next Official Competition.

(F) **Residence Requirement Violations.** Each Team is responsible for ensuring that its players meet the applicable residency requirements and that the Team has the required minimum number of players who are residents of its Region. It shall be a violation of these General Rules, by both the Team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and Region. Such a violation will subject the Team and/or player to disciplinary measures as outlined in these General Rules and the Registration Requirements.

## **2.2. No Tencent, Krafton, or Tournament Organizer Employees**

Team Members may not be employees of Tencent Holdings Limited (“Tencent”), Proxima, Krafton, Inc. (formerly Bluehole), the Tournament Organizer or any of their respective affiliates at any point during a Season.

## **2.3. Player Names **PUBGM OFFICIAL COMPETITION RULES 8****

### **2.4. Registration**

All players must comply with the Registration Requirements to be eligible to compete in any Tournament.

### **2.5. Tournament-Related Events**

Each player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that Proxima or the Tournament Organizer organize in connection with the marketing and promotion of the an Official Competition, Tournament and/or PUBG MOBILE (“Media Events”), provided that these Media Events do not unduly interfere with a player's game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Organizer or Proxima. The Tournament Organizer shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

## **3. Teams and Owners**

### **3.1. Roster Requirements**

3.1.1. **Starters and Substitutes.** Each Team must maintain, at all times during any Official Competition, four players in the Team's starting lineup (“Starters”). A Team has the option of adding two (2) additional players to act as substitutes (“Substitutes”). Tournament Officials have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register six (6) players, which is the maximum number of players allowed.



3.1.2. **Minimum Roster Requirement.** All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must comply with the minimum roster requirement at all times during any **PUBGM OFFICIAL COMPETITION RULES 9**

Official Competition. If at any point a Team's roster falls below four players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the Tournament Officials, at their sole discretion.

**3.1.3. Team Captain.** Each Team must designate one player as its captain when completing the online registration process ("**Team Captain**"). The Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the Tournament Officials.

**3.1.4. Team Manager.** Each Team must maintain and keep under contract, at all times during an Official Competition, one person who will act as the Team's manager ("**Team Manager**"). The Team Manager will be designated when the Team completes the online registration process and will be responsible for all logistical and operational communications between Proxima and the Owners of such Team. Proxima and the Tournament Organizer may rely upon any communications from the Team Manager as being made by all Owners of the Team. The Team Captain and any Owner are eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Proxima and the Tournament Organizer.

### **3.2. Submission of the Roster and Team Registration**

Before the start of any Official Competition, each Team must register its roster (including all Starters and any Substitutes) using the tools provided by Proxima. Except as set forth in Section 3.3, no changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the Tournament Officials (including for changes due to sickness, visa issues, etc.).

### **3.3. Roster Changes**

**3.3.1. Transfer Periods.** A Team may only change the players on its roster during time periods set forth in the applicable Competition-Specific Rules ("**Transfer Periods**"). Unless otherwise agreed to by the Tournament Officials, the addition or removal of a player from the Team's roster at any time other than during the Transfer Periods is a violation of these General Rules.

**3.3.2. Restrictions on Roster Changes during Transfer Periods.** During a Transfer Period, Teams may change their rosters pursuant to the following rules: **PUBGM OFFICIAL COMPETITION RULES**

(A) Subject to Section 3.3.2(C), a Team may acquire an unlimited number of player(s) who have Pro-Level Experience during a Transfer Period, and may even replace all of the players on its then-current roster with new players having Pro-Level Experience. A player has “**Pro-Level Experience**” if, prior to the date a player joins a Team’s roster, the player has previously played in one or more of the following: PUBG MOBILE Club Open Finals, PUBG MOBILE Club Open Prelims or PUBG MOBILE Club Open Global Finals, the Club Open Finals, Club Open Grand Finals, Pro League, or Global Championship.

(B) Subject to Section 3.3.2(C), a Team may acquire up to a maximum of two (2) new player(s) during a Transfer Period who do not have Pro-Level Experience.

(C) A Team may acquire a maximum of two (2) players from the same team during each Transfer Period.

### **3.4. Team Names and Logos**

The Team’s name will be selected at the time of registration and may not be changed at any time during the Season without the prior written approval of the Tournament Officials. All Team names must be different and unique. Neither a Team’s name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Proxima, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a Team must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the Team is properly licensed to use such third party’s intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team name shall be with the Team. Tournament Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these General Rules.

### **3.5. Owners**

**3.5.1. Ownership of the Slot.** Proxima and the Tournament Organizer will deem the Owner(s) who registered the Team in accordance with the Registration Requirements to be the sole owner(s) of the Team and the Team’s slot in an Official Competition for purposes of these General Rules and Competition-Specific Rules. Accordingly, if a Team wins the right to progress to the next stage of an Official Competition, that right is owned by the Team and its Owner(s), not by the players or any other person or entity.

**3.5.2. Transfer of the Team.** The ownership of the team may be sold, transferred, or assigned to a third party; provided that (1) the Owner(s) shall require the purchaser, assignee or transferee to acknowledge and agree in writing to assume and be bound by all of the terms and conditions of the General Rules and the applicable Competition-Specific Rules; and (2) any such sale, assignment or transfer will require the prior written consent of Proxima. **PUBGM OFFICIAL COMPETITION RULES 11**

**3.5.3. Team Flipping.** If an Owner sells a Team, that Owner may not form, register or be an owner of a new Team for a period of one full Split. For purposes of illustrating the foregoing, if an Owner sells a Team after PMPL Spring Split, such Owner will not be permitted to form, register or be an owner of a new Team until after the PMPL Fall Split in the same year has ended.

### **3.6. Concurrent Ownership**

**3.6.1. Rules on Concurrent Ownership.** To preserve the competitive integrity of Official Competitions, the following rules apply:

(A) No individual or entity may have an ownership interest, operational control or voting control, directly or indirectly, of more than one Team per Region, with a maximum of two Teams total across all Regions.

(B) If an Owner has an interest in two Teams as provided in Section 3.6.1(A), those two Teams may not, in any scenario, compete against each other in any Official Competition. Accordingly, if two Teams registered by the same Owner qualify for the same Official Competition, only one of that Owner's Teams will be allowed to participate in that Official Competition. The Owner may select which of the two Teams will participate in the Official Competition and the non-participating Team will be disqualified from the Official Competition. Once the Owner chooses which Team will participate in the Official Competition, the next Team in line from the appropriate Region will automatically qualify for such Official Competition as a replacement for the Owner's disqualified team. For the avoidance of doubt, two Teams with the same Owner may compete in the same level of Official Competition (e.g., the Club Open) provided that they compete in different Regions and there is no scenario during the Official Competition (in the regular season, playoffs or finals) in which the two Teams from different Regions could compete against each other.

(C) No individual or entity may (1) lend money to, (2) guarantee the debts or obligations of, or (3) participate in the financing of more than one Team per Region, with a maximum of two Teams total across all Regions.

(D) No two Teams may operate under the same Team name. All Team names must be different and unique. Teams using similar logos must make them clearly distinct.

**3.6.2. Exceptions to the Rules on Concurrent Ownership.** Any exceptions to the foregoing rules shall require the prior written approval of Proxima.

### **3.7. Notice of Extraordinary Events**

Each Owner each shall notify Proxima and the Tournament Organizer as soon as practicable of any suspected or actual breach of the General Rules or the applicable Competition-Specific Rules by the Team or any of its other Owners (or any person acting by or on behalf of any of them) that has, **PUBGM**

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or could reasonably be expected to have, a material and adverse effect on any Tournament, Official Competition or any of the Proxima Parties.

## **4. Apparel**

### **4.1. Official Uniforms Required**

Team Members shall, during all public-facing Tournaments (including Events, publicly-streamed Online Events and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). No Team Member shall remove, replace or cover any part of his or her official Team uniform without the prior approval of a Tournament Official, except that jackets and hats may be removed by players during Tournament competitions. The Tournament Organizer reserves the right at all times to impose a ban on apparel that is deemed to conflict with these General Rules, including the sponsorship restrictions in Section 5 and the Code of Conduct in Section 6.

### **4.2. Team Apparel Design and Requirements**

4.2.1. Team uniforms shall be designed and manufactured by each Team at its own expense.

4.2.2. The Team's logo must appear in a conspicuous position on the front side of the uniform.

4.2.3. Logos of major sponsors may be placed on the front and both arms of a Team uniform, but the total number of the logos may be limited by the Tournament Organizer if they become excessive.

4.2.4. The Tournament Organizer will review and has the right to propose modifications to all Team uniforms. The Tournament Organizer will review, for example, whether the uniform pattern conforms to these General Terms and the Official Competition's minimum aesthetic standards; and whether the size, position, number, and content of the logos are appropriate.

4.2.5. Players must wear long pants and closed toe shoes during a Tournament.

4.2.6. The Tournament Organizer may provide players with Official Competition-themed apparel before the start of a Tournament. These Official Competition uniforms are primarily to be used for interviews and related events during non-match periods. In addition, if the uniform of any Team does not conform to relevant design requirements of the Tournament Organizer, such Team may temporarily wear the Official Competition-provided or Official Competition-themed apparel during a Tournament, and the relevant Team shall be provided with a grace period to modify its uniform design.

4.2.7. A coach (if any) must wear business attire during any Tournament or while attending public-facing events in his or her capacity as a coach of a Team.

### **4.3. In-Game Apparel **PUBGM OFFICIAL COMPETITION RULES 13****

After a player leaves the in-game lobby, his or her avatar must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effect are not permitted inside the game.

#### **4.4. Refusal of Entry**

The decision of the Tournament Organizer on all matters relating to uniforms and apparel that are worn during any Tournament or while attending public-facing events, including Media Events, is final and binding. The Tournament Organizer reserves the right to refuse entry or continued participation in a Tournament to any Team Member who does not comply with the apparel rules in this Section.

## **5. Sponsorships**

### **5.1. Prohibited Sponsors**

Teams and players are encouraged to develop relationships with sponsors. However, to preserve the integrity of competition and the reputation of PUBG MOBILE and Proxima, neither a Team nor any Team Members shall enter into any sponsorship, endorsement, advertising or related agreement with any person or entity that is determined by Proxima or the Tournament Organizer to conduct business within any product or service category that is prohibited. A list of prohibited product or service categories (“**Red Flag List**”) will be provided by the Tournament Organizer and may be updated from time to time. Players are prohibited from endorsing or having any other commercial association with any of the products and services in the categories on the Red Flag List and may not include any of these products or services in any streaming of PUBG MOBILE or on any apparel worn during any Event or any Online Event that is streamed.

### **5.2. Initial Red Flag List**

The initial Red Flag List, which may be updated from time to time, includes: drugs and drug paraphernalia, tobacco products, cannabis products, gambling and casinos, alcohol, pornography, cryptocurrency, any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming; any product or service prohibited by applicable law, any competitor of Tencent or its affiliates, any games that are not published by Tencent or its affiliates, and any esports leagues, tournaments or events, other than Official Competitions.

### **5.3. Decisions Relating to the Red Flag List**

Proxima or the Tournament Organizer may, in its sole judgment, reject or terminate a player’s right to display an advertisement or sponsorship in any of the categories on the Red Flag List on or adjacent to any stream of PUBG MOBILE or on any camera-visible apparel worn during any OnlineEvent.

### **5.4. Unauthorized Use of Trademarks**

Nothing in these General Rules or the Competition-Specific Rules grants, by implication, waiver, estoppel, or otherwise, to a Team Member any right or license to use the name PUBG MOBILE, or any other trademark, trade name, or logo owned by or licensed to Proxima or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to Proxima or its affiliates is prohibited and a breach of these General Rules. A Team Member may **PUBGM OFFICIAL**

not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Proxima, the Tournament Organizer or any of their respective affiliates.

### **5.5. Official Competition Sponsors**

If requested by the Tournament Operator, players must wear jackets, jerseys, hats, and warm-ups that feature the Official Competition sponsors in all Online Events that are streamed and at all Events.

## **6. Code of Conduct**

### **6.1. Conduct Generally**

6.1.1. **High Standards for Professionals.** All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Organizer, the media, sponsors and fans.

6.1.2. **Competitive Integrity.** All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.

6.1.3. **Sanctions.** A violation of these General Rules or the applicable Competition-Specific Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer and Tournament Officials in regard to violations of these General Rules and the applicable Competition-Specific Rules are final and binding.

### **6.2. Prohibited Conduct**

Set forth below is a non-exclusive list of examples of prohibited conduct.

6.2.1. **Collusion.** Any form of collusion by any Team Members is prohibited. Examples of collusion are:

(A) Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.

(B) Pre-arranging to split prize money and/or any other form of compensation, except that a Team may arrange for Owners to divide prizes earned by that Team and pay it to players and others who contributed to the victory.

(C) Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so. **PUBGM OFFICIAL COMPETITION RULES 15**

6.2.2. **Cheating.** Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, hand signals, talcum powder and cell phone screen protectors, etc., shall be deemed cheating. Downloading any cheat program to the device used for Official Competition match is strictly prohibited and may result in a game ban and other penalties.

Intentionally playing with another player on public match for two or more matches within 72 hours while having knowledge of the other player using a cheating device or cheat program, or any similar cheating method is prohibited as well.

6.2.3. **Exploiting.** Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the Tournament Organizer's sole judgement, is not functioning as intended and violates the design purpose of PUBG MOBILE.

6.2.4. **Ringling.** Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play a under another player's account or Gamer Tag, is prohibited.

6.2.5. **Vulgar or Hateful Speech.** A Team Member may not, during a Event, Online Event, media interview or in any communication relating to any Official Competition or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English, Chinese and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

6.2.6. **Violence.** Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or Tournament Official.

6.2.7. **Drugs and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not

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be used to enhance performance in a Tournament Game. Each Team Member must report any violation of this rule to the Tournament Organizer.

6.2.8. **Gambling.** Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, Official Competitions. Team Members are not allowed to (a) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (b) associate with high volume gamblers, or deliver information to others that might influence their bets.

6.2.9. **Studio Interference.** At LAN Events, no Team Member may interfere with lights, cameras or other studio equipment.

6.2.10. **Unauthorized Communications.** At LAN Events, all communication devices other than devices authorized by the Tournament Organizer and Tournament Officials for use at that LAN Event must be removed from the play area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

6.2.11. **Identity.** At all public-facing Tournaments, a player may not cover his or her face or otherwise obscure his or her identity. A player may not wear a hat or dark glasses during LAN Event play, except for a hat that is part of that player's official Team uniform under Section 4.1.

### **6.3. Unprofessional Behavior**

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

6.3.1. **Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

6.3.2. **Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.3.3. **Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason. **PUBGM OFFICIAL COMPETITION RULES 17**

6.3.4. **Defamatory Statements.** Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Organizer, Tournament Official, Proxima or its affiliates, sponsors, or PUBG MOBILE.

6.3.5. **Confidentiality.** Without the consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Proxima or the Tournament Organizer to the Team Member in relation to any Official Competition. Team Members shall be obligated to keep confidential the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of Proxima and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Proxima or the Tournament Organizer to a Team Member concerning or related to PUBG MOBILE, any Official Competition or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Proxima or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and Proxima or the Tournament Organizer, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.

6.3.6. **Illegal Activity.** Team Members must comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.

6.3.7. **Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the Tournament Organizer, is unethical, immoral or disgraceful.

6.3.8. **Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, Tournament Official, the Tournament Organizer or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.

6.3.9. **Gifts.** No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.

6.3.10. **Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the Tournament Organizer or the Tournament Officials.

6.3.11. **Match-Fixing.** No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt **PUBGM OFFICIAL COMPETITION RULES**

to alter, the results of any Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum penalty in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these General Rules or the applicable Competition-Specific Rules, that Team Member must immediately report this request to the Tournament Organizer.

6.3.12. **Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. A Team Member violates these General Rules if he or she knowingly provides false or inaccurate information to the Tournament Organizer. A Team may be subject to sanctions if the documentation is not completed to the standards set by the Tournament Organizer.

6.3.13. **Term of Use.** Any conduct that (a) violates the Terms of Use for PUBG MOBILE; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; or (c) interferes with use of PUBG MOBILE by others is prohibited and a violation of these General Rules.

6.3.14. **Drop Outs and Refusals to Participate.** If a Team Member or Team registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Organizer, drop out or refuse to participate in any Tournament Game or other related event held during the applicable Season. An unexcused absence from a Tournament Game after the registration process is complete may result in sanctions, as provided in Section 6.4 below.

#### **6.4. Disciplinary Action and Sanctions**

6.4.1. **Investigations by the Tournament Organizer.** The Tournament Organizer will have the right to monitor compliance with these General Rules and the applicable Competition-Specific Rules and investigate possible breaches. By agreeing to these General Rules, each Team Member agrees to cooperate with the Tournament Organizer in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these General Rules, the applicable Competition-Specific Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

6.4.2. **Sanctions.** If the Tournament Organizer determines that a Team Member or a Team has committed a violations of these General Rules or the Registration Requirements, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) Tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Tournaments or other events related to PUBG MOBILE or other **PUBGM OFFICIAL COMPETITION RULES 19**

video games or esports properties owned or controlled by Proxima or its affiliates.

6.4.3. **Repeated Infractions.** Repeated infractions are subject to escalating penalties, up to and including disqualification from participation in Official Competitions.

6.4.4. **Final Determinations.** Unless expressly stated otherwise, offenses and infringements of these General Rules and the applicable Competition-Specific Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. The Tournament Organizer's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

## **7. Use of Names and Likenesses**

### **7.1. Grant of Rights by Team Members**

Each Team Member hereby grants Tencent, Proxima, the Tournament Organizer and their respective affiliates permission to live-stream, broadcast or record his or her play of PUBG MOBILE at any Tournament or part thereof. Each Team Member hereby further grants to Proxima and the Tournament Organizer a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store and otherwise use and display his or her full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (a) the broadcast or streaming of any coverage of all or any part of a Tournament; (b) the marketing and promotion of any Official Competition or any Tournament or part thereof; and (c) the marketing and promotion of PUBG MOBILE.

### **7.2. Ownership of Streams and Broadcasts**

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of a Tournament are owned by Proxima or its licensors. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

### **7.3. Feedback**

A Team Member may from time to time provide suggestions, comments or other feedback ("**Feedback**") to Proxima or the Tournament Organizer with respect to the operation of, or improvements for, an Official Competition, a Tournament or PUBG MOBILE. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Proxima or the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Proxima, Proxima shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise. **PUBGM OFFICIAL COMPETITION RULES 20**

## **8. Limitations of Liability**

### **8.1. No Punitive Damages**

To the maximum extent permitted by applicable law, neither Proxima, the Tournament Organizer nor any of their respective affiliates or licensors (collectively, the “**Proxima Parties**”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these General Rules, any Competition-Specific Rules, the Registration Requirements, Official Competitions, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE, even if a Proxima Party is at fault and even if a Proxima Party is aware of the possibility of such damages.

### **8.2. Cap on Liability**

To the maximum extent permitted by applicable law, the aggregate liability of the Proxima Parties arising out of or in connection with these General Rules, any Competition-Specific Rules the Registration Requirements, Official Competitions, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed US\$ 500. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Proxima neither assumes, nor authorizes the Tournament Organizer or any other person or entity to assume on Proxima’s behalf, any liabilities in addition to those liabilities expressly set forth in this Section 8.2.

## **9. Dispute Resolution**

### **9.1. Governing Law**

These General Rules and any Competition-Specific Rules will be governed by the laws of Hong Kong, SAR, without reference to its laws relating to conflicts of law.

### **9.2. Finality of Certain Decisions**

All decisions regarding player eligibility, sponsor restrictions, Official Competition scheduling and staging, and disciplinary action for misconduct lie solely with the Tournament Organizer or, at the option of the Tournament Organizer, with Tournament Officials. The decisions of the Tournament Organizer and/or the Tournament Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

### **9.3. Arbitration**

Any dispute, controversy, or claim arising in any way out of or in connection with these General Rules or any Competition-Specific Rules will be referred to and finally resolved by binding arbitration administered by the Hong Kong International Arbitration Centre under the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force when the notice of arbitration is submitted (“**Arbitration Rules**”) in Hong Kong. The arbitration tribunal will consist of one arbitrator to be appointed in accordance with the Arbitration Rules. The seat of arbitration will be Hong Kong and the arbitration will be conducted in English. The arbitration tribunal will have no authority to award damages excluded by these General Rules in Section 8. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction. **PUBGM OFFICIAL**

#### **9.4. Remedies**

Notwithstanding the foregoing, Proxima or the Tournament Organizer shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by Proxima or the Tournament Organizer of any of the provisions of these General Rules or the applicable Competition-Specific Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain Proxima or the Tournament Organizer from operating any Official Competition event, conducting any Tournament or distributing any streams or other audiovisual content. Neither Tencent nor any of its affiliates or group companies has any fiduciary relationship with or duty to the a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these General Rules, any Competition-Specific Rules and the Registration Requirements to any property of Tencent or any of its affiliates or group companies.

### **10. Communication with Proxima and Tournament Organizer**

#### **10.1. Prompt Communication**

There may be circumstances where prompt communication between the Team Member and the Tournament Organizer, a Tournament Official or Proxima is required, including, for example, in circumstances where the location of a particular game or event must be moved at the last minute and circumstances involving the health or safety of players, fans or others. Accordingly, each Team Member agrees to respond to any request from Proxima, Tournament Organizer or a Tournament Official which solicits information or a response from such Team Member (whether such request is sent via phone call, text message, voice mail, email, Discord, WeChat or any other medium of communication for which a Team Member has provided contact information to Tournament Organizer or Proxima) (“**Official Requests**”) in accordance with the terms set forth in this Section 10 of the General Terms.

#### **10.2. Official Requests via Registered Email**

Team Member shall respond to any Official Requests sent from any email address of Proxima or Tournament Organizer within one business day of receiving such Official Request.

#### **10.3. Urgent Official Requests**

Notwithstanding Section 10.2 above, if a Team Member receives three Official Requests regarding a particular matter via at least three different mediums of communication within a four hour period, such Team Member must respond to at least one such Official Request within twelve hours of receiving the last (i.e. the third) of such Official Requests.

#### **10.4. Deemed Receipt of Official Request**

Any Official Request sent via email, text message, voice mail, Discord or WeChat will be deemed to have been “received” by a Team Member one hour after the time it is sent (as recorded on the device from which it was sent). Any Official Request that Proxima, Tournament Organizer or a Tournament Official provides (or attempts to provide) via phone call will be deemed to have been “received” by a Team Member thirty minutes after the time such phone call is made (as recorded **PUBGM OFFICIAL**

on the device from which it was made) whether or not such phone call is answered by the applicable Team Member at such time.

#### **10.5. Failure to Respond to an Official Request**

A Team Member's failure to respond in a timely manner to an Official Request received in accordance with this Section 10 will be deemed a violation of these General Rules and a waiver or forfeiture of any rights or benefits the Team Member may have related to the matter or issue described in such Official Request. Proxima or Tournament Organizer may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of those disciplinary actions outlined in Section 6.4. All decisions in regard to violations of this Section 10 are at the sole discretion of Proxima and Tournament Organizer.

## **11. Interpretation and Construction**

### **11.1. Tournament Organizer's Right of Interpretation**

Any matters relating to an Official Competition or PUBG MOBILE that are not covered by these General Rules, any Competition-Specific Rules or the Registration Requirements shall be subject to an interpretation made by the Tournament Organizer and provided to the Teams from time to time in the form of an update to, or interpretation of, these General Rules, any Competition-Specific Rules or the Registration Requirements. All decisions made by the Tournament Organizer and Tournament Officials regarding interpretations of these General Rules, the Competition-Specific Rules or the Registration Requirements are final and binding.

### **11.2. Additional Terms**

Players may be required to accept additional terms from the Tournament Organizer in order to participate in Tournaments. Play of PUBG MOBILE is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player's Region. Proxima reserves the right to change or update these General Rules, any Competition-Specific Rules or the Registration Requirements at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

### **11.3. Business Judgment**

Whenever these General Rules, any Competition-Specific Rules or the Registration Requirements grant, confer or reserve to Proxima or the Tournament Organizer the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Proxima and the Tournament Organizer will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Proxima and the Tournament Organizer and the short and long term interests of the Official Competitions, PUBG MOBILE and the businesses and activities of the affiliates and group companies of Proxima and the Tournament Organizer. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Proxima, the Tournament Organizer or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these General Rules, any Competition-Specific Rules or the Registration Requirements. **PUBGM OFFICIAL COMPETITION RULES 23**

#### 11.4. Language

These General Rules have been written in the English language. In recognition of the fact that the Official Competitions are global in nature, Proxima will endeavor to provide translations of these General Rules into other languages in the Regions. In the event of a conflict in interpretation between the English version and such translation, the English version shall control.

#### 11.5. Conflicts

In the event of a conflict in interpretation between these General Rules and the Registration Requirements, these General Rules shall control. In the event of a conflict in interpretation between these General Rules and any Competition-Specific Rules, the provisions that are most protective of Proxima (as determined by Proxima) will control. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of Proxima (as determined by Proxima) will control.

### 12. Changelog

Any material changes to this document will be listed in this document will be listed in this Changelog section. **Version**

	<b>Date Updated</b>	<b>Note</b>
<b>Version 1.0.0</b>	8/04/2020	Initial draft approved and published.
<b>Version 1.1.0</b>	11/09/2020	Added scoring table and regional requirement details. Updated the tiebreaker rules. Removed the outdated information about PUBG MOBILE World League and updated the outdated PUBG MOBILE World Championship information to PUBG MOBILE Global Championship. Added a clause under 6.2.2. Cheating to provide clarification.
<b>Version 1.2.0</b>	1/29/2021	Removed the clause stating that player age eligibility vary by country. Removed 6 month prior requirement for residency. Added a new clause about Team Flipping.