


Philips OneBlade Cup BGMI RULEBOOK

This rulebook ("**Rulebook**") is applicable for the participation of the players in the "Philips OneBlade Cup" (hereinafter referred to as "**Tournament**").

This Rulebook is to be read in conjunction with the terms and conditions ("**T&Cs**") provided on  Road to BGMS: Philips OneBlade Cup BGMI TERMS AND CONDITIONS . The Tournament is being organized by NODWIN Gaming Private Limited (hereinafter referred to as the "**Organizer**"). All eligible participants playing in this Tournament as per the Rulebook are hereinafter referred to as the Player. Each Player shall follow the registration process prescribed by the Organizer and register as part of a team through the registration form provided by the Organizer ("**Registration Form**"). Team shall refer to the five Players registered together as a team through the Registration Form for the Tournament.

The Organiser reserves the right to amend or modify the terms under this Rulebook at any time as per its sole discretion and/or as may be required in accordance to applicable laws and without prior notice. The Player may refer to the "Last updated on" date at the beginning for the date of the latest version of the Rulebook.

Last Updated Version: 22nd June 2024 (changes to the ruleset may be made in the future and will be reflected accordingly).

1. Tournament Format

The Organiser reserves the right to change, modify, reschedule, and/or cancel the Tournament at its sole discretion, and without any liability in this regard. Players will be notified of any such change via the official communication channels.

1.1 Qualifier and Finals

- **Qualifiers**

- There will be a total of 1 qualifier with the registered teams
- Team Lobby - Battle Royale
- In Round 1, lobbies of 16 teams each will be made.
- Each lobby will play 1 match in total.
- The top 2 teams from each lobby will qualify for the next round.
- This will continue until we have 48 remaining teams.
- Once we have 48 teams, they will be divided into 3 groups of 16 teams each. Each group will play a total of 3 matches - the top 5 from each group will qualify for the Finals and 1 team from overall leaderboard will qualify for finals .

- **Finals**

- Top 16 teams will play 10 games over a period of 2 days (5 games a day)
- The top team at the end of the Finals will be crowned as the winner and will get a sponsorship exclusively from Philips Oneblade.

1.2 Eligibility Criteria

- Registrations are open for Players above 16 years of age. All the players must have proper ID proof.

- **Players who are already contracted to existing organizations are not eligible to participate in the Open Qualifiers.**
- Players who are employed by Philips India and the Organizer are not eligible to participate in the Open Qualifiers.

2. Game Rules

Any use of items not obtained through Battlegrounds Mobile India-approved in-game methods (excluding official rewards) or unannounced items is prohibited. If players violate this rule, it will be treated as hacking. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

2.1 Match Settings

2.1.1 Maps

Maps in play: Erangel, Miramar, and Sanhok

Game Mode: TPP

In-game settings:

Mode: Classic (Custom room)

- PC version match parameters will be used for all maps.
- Playzone Shrink Speed - x1
- Sound Visualization and Aim Assist - DISABLED
- Red Zone - DISABLED
- Flare Gun - DISABLED
- Vague Information - ENABLED
- All Weapons spawn rate - x2
- Scope & Magazine attachment spawn rate - x2
- **For Erangel & Miramar:** Safe Zone 1 display time - 120s; Safe Zone 1 start time: 150s
- **For Sanhok:** Safe Zone 1 display time - 60s; Safe Zone 1 start time: 150s

** - changing between TPP and FPP in the game is allowed*

2.1.2 Map scoring

<u>PLACEMENT</u>	<u>POINTS</u>
1	10

2	6
3	5
4	4
5	3
6	2
7	1
8	1
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	0

Each finish grants **1 point**.

2.1.3 Tiebreakers

In the event of a tie during any phase of the Tournament, the ranking will be decided in the order of the following:

1. Match Wise:

Total Points > Finish Points > Place Points

2. Overall Standings:

Total Points > Chicken Dinner > Place Points > Finish Points > Placements in the most recent match of the tournament .

2.2 Results

Each player should take end-of-game screenshots of their results in case of any disputes and/or technical difficulties in the lobbies. Failure to provide said screenshots when requested can lead to disciplinary action and/or loss of points. If you have problems or notice any issues, please contact the admins on Discord.

2.3 Technical issues

Players are responsible for their own technical issues, including hardware, software, and/or internet issues. Matches will not be restarted because of technical issues and will be played nevertheless.

2.4 Match Restart

A match will only be restarted with prior admin approval.

2.5 Match POV and Handcam

Steps to Record POV

- Prior to joining the lobby, display the background running apps on the mobile device.
- Navigate to the Play Store or App Store on the iPhone or Android device and open the game from there.
- Input the unique ID provided by the tournament admin to join the lobby.
- Verify that both in-game audio and microphone are actively being recorded once the match starts.
- At the conclusion of each match, display all background running apps alongside the current battery percentage and IMEI of the device should be shown in each recording.
- Ensure that these steps are repeated diligently for all matches scheduled.
- If recording is interrupted, promptly resume by following the same steps.
- Upon completion of all matches for the day, upload the recordings to Google Drive or share a YouTube unlisted link with the tournament admin.

Recording POV and hand cam are mandatory for all teams, admins may request them at any time during the tournament period. Failing to provide POV and Handcam leads to immediate disqualification from the tournament.

3. Rule violations, punishments, and ESIC

The Organizer and the Tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to the Tournament. You can look them up on their website at <https://esic.gg>.

The Organiser reserves the right, at its sole discretion, to terminate, penalize, or revoke the registration of any Player and/or team participating in the Tournament, for any reason including but not limited to violation of the Tournament Rulebook, misconduct, cheating, or any behavior deemed inappropriate by the Organiser. The decision of the Organiser in such matters shall be final and binding, and no claims or disputes will be entertained in this regard.

The following sub-paragraphs are meant to give you an impression of what things are forbidden. For more detailed information, please also visit the ESIC website.

3.1 Code of Conduct

Every team has to behave with respect towards the representatives of the Organizer, the press, viewers, partners, and other players. The teams are requested to represent esports, the organizer, and their sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments, and other media. We expect players to conduct themselves according to the following values:

- **Compassion:** treat others as you would be treated.
- **Integrity:** Be honest, committed, and play fair.

- **Respect:** show respect to all other humans, including teammates, competitors, and event staff.
- **Courage:** Be courageous in competition and in standing up for what is right.

Players/Teams must not engage in harassment or hate speech in any form. This includes but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity, and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future events.

3.2 Cheating

3.2.1 Cheat Software

Any use of software that could be considered cheating is strictly forbidden. The Tournament administration reserves the right to specify what is considered a cheat.

3.2.2 Information abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

3.2.3 Punishments for cheating

When cheating is uncovered in the event, the result(s) of the match(es) in question will be voided. The team will be disqualified, forfeit its prize money, and be banned from all competitions in the Tournament for a duration of 1 year. This duration can be lower if significant mitigating factors are in play, but also higher if there are aggravating circumstances.

3.2.4 Methods to detect cheating

The Organizer reserves the right to use different methods to inspect Players and their equipment, with or without prior information.

3.3 Betting

No players, team managers, staff, or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone with any information that may assist betting or gambling, either directly or indirectly, for any of the Organizer's matches or the tournament in general. Any betting or gambling against your own organization's matches will lead to an immediate disqualification from the Tournament and a minimal ban of 1 year from all competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

3.4 Competition manipulation

Offering money/benefits, making threats, or exerting pressure on anyone involved in the Tournament including with the Organizer with the goal of influencing the result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

3.4.1 Punishments for Competition Manipulation

When attempted competition manipulation is uncovered in the Tournament, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, and be banned from all upcoming competitions and/or tournaments for a duration of between one and two (1-2) years. A monetary fine is possible.

3.5 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting success in the Tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

3.6 Limitations for issuing punishments

Punishments can be issued for a limited amount of time after the incident that is being punished. In case of cheating and match-fixing, this duration will be decided by the Tournament officials.

3.7 Publisher or ESIC bans

The Organizer reserves the right to refuse players who have standing bans from the game publisher to take part in the Tournament.

3.8 Breach of Netiquette

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with a minor penalty. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

3.8.1 Public behavior

All Players shall abstain, at all times, from poor, undesirable, or negative behavior towards anybody involved with the Tournament in any way.

All Players shall abstain, at all times, from any action or inaction that brings anybody involved with the Tournament in any way into public disrepute, contempt, scandal, or ridicule or reduces the public

relations or commercial value of any involved party. This includes derogatory comments aimed at The Organizer, its partners, or products in interviews, statements, and/or social media channels.

3.8.2 Insults

All insults occurring in connection with the Organizer will be punished. This primarily applies to insults during a match but also on the Organizer's website (forums, match comments, player guest books,

support and protest tickets, etc.). Insults on E-mail or other means of communication will be punished if they can be linked to the organizer and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or disqualification of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions, players may also be barred from playing for one or more match weeks.

3.8.3 Spamming

The excessive posting of senseless, harassing, or offensive messages is regarded as spamming in the Tournament.

Spamming on the website (forums, match comments, player guest books, support, protest tickets, etc.) will be punished depending on the nature and severity of the offense.

3.9 Unsportsmanlike behavior

For an orderly and pleasant game, it is essential that all players have sportsmanlike behavior. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior.

3.9.1 Ringer/faker

Any players involved in faking or ringing, the team will be disqualified without prior information.

3.9.2 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the Tournament will result in direct disqualification.

4. Copyright Notice

All content appearing in this document is the property of the Organizer or is being used with the owner's permission. Unauthorized distribution, duplication, alteration, or other use of the material contained in this document, including without limitation any trademarked image, drawing, text, likeness, or photograph, may constitute a violation of the laws of copyright and trademark and may be prosecuted under criminal and/or civil law.

No part of the content of this document may be reproduced in any form or by any means or stored in a database or retrieval system, except for personal use, without the written permission of the Organizer.

All content in this document is accurate to the best of our knowledge. The organizer assumes no liability for any error or omission. We reserve the right to change content and files on our website at any time without prior notice or notification.

5. Third-Party Disputes

Should any claim, demand, action or other legal proceeding arising out of subject matter covered by this Rulebook be made or instituted by any third party against the Organizer, or if the Organizer is made a party to either an internal dispute between any Team Personnel or third party dispute by any Team Personnel, or if the Organizer is made party to a third party dispute due to/as a consequence of its association with any Team Personnel, the Organizer shall furnish such information and reasonable assistance in defending such proceeding as may be reasonably requested by such Team Personnel in accordance to the instructions of a competent court. Further, such Team Personnel shall pay all expenses incurred by the Organizer in complying with any such request. For the purpose of clarity, Team Personnel shall mean and include the players, coaches, managers, support staff, and any other individuals officially affiliated with the Team and encompasses anyone directly involved in the Team's activities or operations;

6. Disclaimer of Liability

The Organiser shall not be liable for any losses, damages, injury and/or expenses incurred by Player as a consequence of their participation in the Tournament.

7. Indemnity

The Player and the Team Personnel hereby agree to indemnify the Organizer against any losses, damages, and/or claims (including reasonable attorney's fee) that may be suffered by the Organizer as a consequence of (i) violation of the Rulebook; (ii) violation of applicable laws; (iii) any action or inaction on the Player's part; and (iv) a violation of the Tournament TnCs.

8. Governing Law: Laws of India

9. Jurisdiction: Courts in Gurugram, Haryana.