



**PUBG MOBILE National  
Championship Malaysia 2025  
Online Ruleset**

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# 1. General Pre-game Setup

## 1.1. Game Version

The version of PUBG MOBILE used for Tournament Games will be determined by the Tournament Organizer.

## 1.2. Player Accounts

**1.2.1.** Players will use their own online accounts and Gamer Tags for Online Events. All the accounts used by the players will need to have their Game ID be submitted to us by **15/04/2025**.

**1.2.2.** Player accounts registered may not be changed until the end of the PMNC tournament. Player accounts are bound to the player and may not be used by other players until the end of the PMNC tournament. If a player loses access to their account, they may request to change their account by contacting the Tournament Organizer. Their request to change is subject to approval by the Tournament Organizer.

## 1.3. Communication

**1.3.1** All the players of a team will need to enter the official PMNC MY 2025 Discord.

**1.3.2.** All the players in the Discord are to comply with the instructions given by the Organizer.

## 1.4. Game Anti-Cheat Application

**1.4.1.** All players are to download, install and set up the Game Anti-Cheat application as per instructions outlined in section **6.4** of the PMNC MY Player Kit ("**Game Anti-Cheat Guide**").

**1.4.2.** All the players that are playing in the tournament matches will need to start up the application and follow the manual of usage outlined in the clause mentioned previously.

**1.4.3.** Any players that fail to set up, or use the Game Anti-Cheat application during the Tournament will be considered in acting unprofessionally as per clause **6.3.10** in the PMNC Handbook ("Non-Compliance") and will be subject to punishment.

## 1.5. Game Lobbies

**1.5.1.** All Tournament Games for PMNC will be played in game lobbies hosted by the Tournament Organizer. Prior to a Tournament start time, Teams will be notified of official tournament accounts that will be used to host official Tournament Game lobbies through Discord PMNC Tournament Officials.

## 1.6. Start of a Game

1.6.1. Once all players of each Team have entered the official Tournament Game lobby, a PMNC Crew assigned to each team will request confirmation from the Team Captains readiness to begin the game. Once each Team Captain confirms readiness, the PMNC Officials will instruct the host to start the game.

## 1.7. Timeliness of Game Start

1.7.1. It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by PMNC Officials. Disciplinary action for tardiness may be assessed at the discretion of the Tournament Organizer.

1.7.2. The game may start at the time specified by the Organizer without waiting for the tardy players that are not in the lobby. Players are not allowed to enter the lobby after three minutes the organizer announced the start.

# 2. In-Game Setup and Rules

## 2.1. General/Game Setup

2.1.1. **Maps:** Erangel, Miramar and Sanhok

2.1.2. **Game Mode:** TPP

2.1.3. **Team Size:** 4 - 5 players

2.1.4. **Roster Size:** 5 players (4 Starters and up to 1 Substitute)

- Teams need to submit their playing roster before 12:00 GMT+8 on the match day in advance to the Tournament Organizer.

2.1.5. **Number of Teams per Tournament Game:** 16

2.1.6. **Advanced Settings:** Only applicable to any rooms that are manually created by Tournament Organizer. Advanced settings are set to default with exceptions lined out below.

	Sanhok	Erangel	Miramar
Weapon Settings	All Weapons x2	All Weapons x2	All Weapons x2
Magazine	x2	x2	x2

First Aid	Default	Default	Default
Vest	Default	Default	Default
Helm	Default	Default	Default
Playzone Shrink Speed	x1.1*	x1.1*	x1.1*

**2.1.7.** Flare Gun: Off

**2.1.8.** Red Zone: Off

**2.1.9.** Vehicle Skin: Off / Use the skin provided by organizer

**2.1.10.** Aim Assist: Off

**2.1.11.** Sound Visualizer: Off

*\* Sanhok, Erangel and Miramar map follows PC Parameters*

The Tournament Organizer reserves the right to make changes to the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

#### 2.1.12 Bluezone Settings

Erangel					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.55
2	0	60	120	100	0.6
3	0	60	150	300	0.6
4	0	50	150	500	0.65
5	0	50	150	800	0.65
6	0	50	90	1000	0.65
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time : 31m 40s					

Miramar					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.5
2	0	60	120	100	0.65
3	0	60	150	300	0.7
4	0	50	150	500	0.7
5	0	50	150	800	0.65
6	0	50	90	1000	0.6
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time : 31m 40s					

Sanhok					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	120	240	60	0.45
1	0	90	120	80	0.65
2	0	60	120	100	0.6
3	0	60	100	300	0.6
4	0	50	80	500	0.65
5	0	50	60	800	0.65
6	0	20	40	1000	0.65
7	0	10	40	1400	0.6
8	0	10	100	1800	0
Game Time : 31m 40s					

## 2.2. Tournament Devices

**2.2.1.** Players only use iOS or Android phones for the Tournament. Tablets or iPads are prohibited. Trigger clickers, and smartphone setups that mimic the trigger function (ex: Redmi K40, ROG Phone Air trigger, Nubia Red Magic 7/7RRO/6S/6S PRO/6R/3 Air Trigger, Black Shark 4/4s/4 Pro/ 4s Pro), and other phones with similar functions) are not permitted to be used.

**2.2.2.** Smartphones must use the settings specified by the Tournament Organizer prior to the Tournament. During a Tournament Game, players may not make any adjustments to the framerate without the permission of the Tournament Organizer.

## 2.3. Internet in Tournaments

**2.3.1.** Players can choose 4G, 5G, WIFI, wired network and other network connection methods to compete. In Online Events, players must be responsible for their own internet. The Tournament Organizer will hold a test match, players can report any internet

problems during the test match.

**2.3.2.** Internet speed should be good enough to support tournament gameplay as well as player or video cam streaming.

## **2.4. Stoppage of Play**

**2.4.1.** Pauses. No pauses will be permitted during Tournament play for any reason.

**2.4.2.** Remaking or Replaying Tournament Games. PMNC Officials should be notified of any technical malfunction or other emergency immediately. Tournament Games shall be remade only pursuant to the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances:

- (a) Situation where the Tournament Organizer thinks that there is an unfair gaming environment.
- (b) Situation where the Tournament Organizer decides that the game cannot be continued normally due to a technical difficulty. Exceptions include a player's personal mistake, personal Internet connection problem, and carelessness.
- (c) Situation where the lobby settings are not following the tournament settings, as per clause 2.1.

The circle will appear after 90 Seconds when the match starts. First circle closing ( wait time ) will be 150 Second for Miramar and Erangel and 120 Second for Sanhok. If the wait time for Circle 1 is longer than the tournament blue zone time it would mean the circle setting is incorrect hence Tournament Organizer will remake the game.

- (d) Situation where 1 or more of the players cannot connect to the Tournament Game before the departure of the starting plane; and

Additionally, when there is a disconnection like the situations below, there may be a rematch decided by the organizers after at least three reconnect tries.

- Situation where there is a problem with the devices (phone or broadcasting devices) provided by the organizer
- Situation where it is impossible to connect due to a problem with game server or host network service.
- In case of a fire, power outage or an accidental disaster.

### **2.4.3. Limitation on match remake and related measures**

When the Organizer approves the remake of a Tournament Game due to a player's disconnection, the affected player is to adjust the settings (including internet and mobile phone storage cleaning, appropriate device adjustment) before the start of the remake match. A test lobby will be created by the

Organizer to ensure that the issue is resolved or not. The result will be considered normal if players are able to enter the game and no disconnection occurs afterwards. Otherwise, the test is considered a failure.

- A) When the remake match test is successful: Players can enter the official Tournament Game lobby.
- B) When the remake match test fails: The player needs to re-adjust the settings with on-site staff and perform another test after the adjustment. The official Tournament Game will open until the test is successful.

If the player fails to pass the remake match test within 10 minutes, the Organizer will require the team to use a substitute player from the roster. If there is no substitute for the team, the team will wait for the referee team's decision on whether to allow that team to participate in the match with less than four players. The Organizer needs to make the decision within 5 minutes.

Each team has a limit of two-match remakes on each match day, and each player has an individual limit of two-match remakes in each match.

Players and teams who were affected because of disconnection on each match day will be recorded by the Tournament Game for supervising whether they have reached the upper limit of match remake as the team or individual. The Organizer will notify a team in advance if they are about to reach the limit. The record of the match remake will be cleared and start fresh on the next match day.

#### **2.4.4. Solutions for Extreme Cases.**

Notwithstanding the foregoing, if there is an extreme situation, such as a critical bug affecting three or more players, the Tournament Organizer will make a judgment as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if three or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way.

In making a determination to proceed with the Tournament or order the remake of a Tournament Game, PMNC Officials will use their best judgment and may consider, among other factors, the game progress time and whether the player making the report is delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating.

If a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and PMNC Officials decide not to remake the Tournament Game, competition should resume as normal, with the affected Team continuing to play without the affected player. If a player who has been disconnected or has otherwise experienced an extreme circumstance or critical bug is able to rejoin the game in progress, he or she shall be permitted to do so.



## 2.5. Game Bugs Compensation Points

### 2.5.1. Compensation Points.

In situations where a player/team cannot reconnect to the game or are unable to play the game due to a critical bug, hardware, network or location issue on the Tournament Organizer's side during a round.

The affected player will need to provide proof of the critical bug affecting their gameplay to the Tournament Organizer and PMNC Officials. If the situation is judged by the Tournament Organizer and PMNC Officials to be eligible for compensation points.

- Two points will be awarded to the team as Compensation Points if a character gets pulled back up to the sky with a parachute before landing and gets killed by an enemy team during the second landing or within 60 seconds upon the second landing. The affected player must report to the tournament admin on one's team channel on the appropriate platform within 3 minutes after the character is killed and submit the recording file of the game screen within 30 minutes after the final match of the day. Tournament admin will check the file for confirmation and grant Compensation Points. No Compensation Point will be given out without a screen recording file unless it can be confirmed by another way.
- In a scenario where there are less than eight (8) teams remaining in a match and most of the players that are alive disconnect and are unable to rejoin, or other force majeure situations which make the game unable to continue, the surviving teams prior to the disconnect will be granted compensation points based on the following formula:

$$\frac{\text{Total Placement Point of the Remaining Team}}{\text{Total Remaining Team}} + (\text{Number of surviving Players in the team} * \text{Elimination Points}) - \frac{\text{Elimination Point}}{\text{Total Remaining Team}}$$

Elimination Point = The value of an elimination, which is currently one

## 2.6. Unprofessional Conduct

- 2.6.1. In a situation where a player's survivability is not possible, and proceed to engage in subjective acts of self-inflicted damage or harm to teammates or self, such as self-bombing, self immolation, deliberately drowning, jumping from a high place to be eliminated, or moving towards the edge of the playing area to be eliminated by the blue.

**First Offense :** Verbal warning

**Second or repeated offense :** Official warning and/or penalties

## 2.7. Negative Competitive Behaviors

**2.7.1.** Behaviors that disregard the seriousness of the game's outcome and go against the principle of the game of striving victory.

**Examples include :**

1. In a match, when a team has no chance of winning the championship and deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game.
2. In a match, due to external factors such as dissatisfaction with referee decisions, or dissatisfaction with the coach or the club, a player deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game.
3. In League or Final matches, a team deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game to preserve their strength because they have already advanced.

*If found,*

First offense : First official warning given along with monetary fines and points deduction for that match.

Second or repeated offense : In cases of severe circumstances, monetary fines including suspension of participation in the tournament, nullification of results, or disqualification from the tournament.

## **2.8. Facecam Discord**

**2.8.1.** All Team players playing in the PMNC tournament are required to stream their facecam privately. The facecam must have audio on it. This Facecam link must be submitted to the Tournament Organizer prior to the start of the official Tournament Game. This Facecam must be turned on and may not be turned off without prior approval from the Tournament Organizer.

## **2.9. Facecam Requirements**

**2.9.1.** All players must have:

- a. Secondary Camera (Cell Phone or Webcam, or other recording devices)
- b. Microphone
- c. Computer/Laptop (optional)

## **2.10. Facecam Camera Guide**

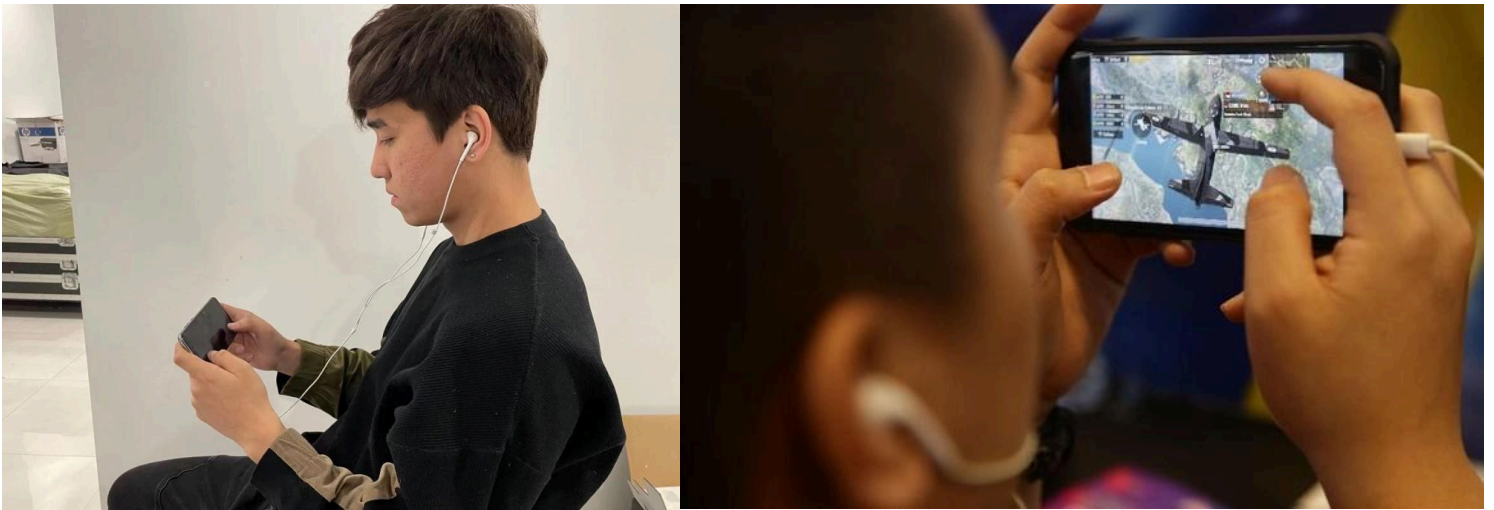
- Players must dress appropriately for the stream/camera.
- Players are not allowed to interact face-to-face with anyone other than their teammates during the match until all team players are eliminated, except for sudden physical emergencies.
- Eliminated players are not permitted to open official PMNC tournament streams while their team is still in play.
- Players must ensure that their stream is uninterrupted and send the stream link to the PMNC officials before the start of the tournament day.

- Players must show their phone screen to the camera when they enter the lobby and are in their respective slots.

## **2.11. Discord Setup**

**2.11.1** Players must be present in the Discord created by the organizer. The camera must be in an appropriate position where the face of the player and the device used in the tournament can be clearly seen. In cases where there are multiple players within the viewpoint of one camera, please ensure that all players and their devices are visible. Players are required to maintain their seating position, according to the specifications of the organizer, until the end of the Tournament.

### **Example Setup of a Camera:**





### **3. Post-Game Process**

#### **3.1. Results**

- 3.1.1. For PMNC, Tournament Organizer will confirm and record all Tournament Game results and point allocations.

#### **3.2. Tech Notes**

- 3.2.1. Following each Tournament Game, any technical issues occurring regarding the player's own devices or/and Internet connection will be solely on the player's responsibility to solve. Tournament Organizer will only be assisting for issues that came from Organizer/third party issues, such as but not limited to:
  - I. PUBG MOBILE server undergoes maintenance, which is not a player's personal issue. Tournament Organizers will make a decision in the best interest of the tournament.
  - II. Discord server is unavailable to players due to technical issues on their side. Tournament Organizers will provide an alternative solution for communication as it is not a player's personal issue.

#### **3.3. Break Time**

- 3.3.1. In cases where breaks between Tournament Games are necessary or deemed to be desirable by the Tournament Organizer, Tournament Organizer will inform

Teams of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

## **4. Player Equipment & Apparel**

### **4.1. Player Equipment**

- 4.1.1.** Players may participate in Online Events only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without express approval of PMNC Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not play on tablets, personal computers (PC), consoles, laptops, or any other non-handheld device. Players may not use an emulator to play on a PC or other device that is not a handheld device.

### **4.2. Apparel and Accessories**

- 4.2.1.** As further described in Section 4 of the General Terms, Team Members shall, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). In addition, Team Members are not allowed, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), to wear watches, gloves, and other accessories without prior written approval from the Tournament Organizer.

### **4.3. In Game Apparel**

- 4.3.1.** After a player leaves the in-game lobby, his or her character must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effects are not permitted inside the game.
- 4.3.2.** Players will be informed by the Organizer on the In Game Apparel requirements that must be adhered by all players.
- 4.3.3.** The Tournament Organizer will prepare PMNC in-game outfits in players' accounts, all Team Members must equip the skins during the entire Tournament. It is strictly prohibited to take off any part of the outfit during the match. Vehicle skin is banned in the tournament. Dismantling or selling of the provided items is strictly prohibited. Upon discovery of any Team Member violating the rules above, Tournament Organizer will issue the following penalties:

**First time offense:** Official Warning for the Team

**Second time and later offense :** 3 points will be forfeited based on the League Stage. For example, if a player is found to have committed an offense during Group Stage, Team will be forfeited 3 Points from the Group Stage Points.

**During Finals**, for the second time and later offense will be 3 points forfeited.

Each violation of each player in each match of the In Game Apparel clause will be counted as one offense.

## **5. Substitutions and other Roster Changes**

- 5.1.1.** A Substitute may replace a Starter only between games during Tournament play. During Online Events, all substitutions must be submitted to PMNC Officials one day before the actual substitution occurs.
- 5.1.2.** The Organizer also reserves the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to PMNC Officials if such roster change has not been publicly announced.
- 5.1.3.** Teams must submit the starter lineup of the day before 11:59 am GMT+8 on the match day. In the event of any player substitution, such Teams shall inform The Organizer within 3 minutes after the finish of the current game.

## **PLAYER ACKNOWLEDGEMENT OF PMNC MY 2025 ONLINE RULESET**

<b>Team Name</b>	
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<b>Acknowledgement Notice</b>
<p>This letter is to acknowledge that the team above has already read, understood, and acknowledged the schedule, competition system, rules and rewards, penalties and additional documents in the PMNC Documents, which includes, but are not limited to:</p> <p>PMNC MY Online Ruleset</p> <p>This team will participate in PMNC MY while adhering to the guidelines and rules provided in these documents.</p> <p>If various contents in the documents provided are revised by the sponsor, our team and myself will strictly adhere to and agree with them, accepting management, rewards and penalties and other treatment measures in the Handbook.</p>

	<b>Name and Signature</b>	<b>Date of Signature</b>
Team Owner		
Team Manager		
Team Captain		
Coach (Optional)		