



**PUBG MOBILE CLUB OPEN
EASTERN EUROPE SEASON 2
Official Competition Rulebook**

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Introduction

The 2025 PUBG MOBILE PMCO Eastern Europe Season 2 Rulebook is based on the [Official PUBG MOBILE Competition Rulebook](#).

The Tournament Organizers have the final authority to ensure fair play and sportsmanship. In exceptional cases, decisions may be made that are not explicitly covered, not fully detailed, or even contrary to the rulebook.

Such decisions will only be made to maintain fair play and protect the integrity of the tournament.

The 2025 PUBG MOBILE PMCO Eastern Europe Season 2 Rulebook and the Official PUBG MOBILE Competition Rulebook are provided in English. In the event of any discrepancies in meaning between the English version and any translated version of the terms and conditions, the English version shall prevail.

1. Agreement to Comply with the Rules

1.1 Consent

By applying to participate in 2025 PMCO Eastern Europe Season 2 (“PMCO EEU”, or “the Tournament” hereafter), each team member confirms that they have read and agree to comply with all the rules stated in the Tournament's Official Competition Rulebook and the [Official PUBG MOBILE Competition Rulebook](#).

1.2 Amendment of Competition Rules

The Tournament Organizers may update, amend, or supplement the rules in the Tournament's Official Competition Rulebook and the Official PUBG MOBILE Competition Rulebook from time to time, and may interpret or apply these rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Each Team Captain (as defined below in Section 3) will be responsible for distributing updates and other communications relating to these rules to other Team Members. Participation in the Tournament will constitute acceptance of the changed rules, instructions, and guidance.

2. Tournament Format and Schedule

The tournament consists of four stages: Qualification, Group Stage, Semi-Finals, and Grand Finals.

Qualification Stage

 **28 August – 2 September**

All registered teams compete for 6 days, playing 3 matches each day. The maps used in this stage are Erangel, Miramar, and Sanhok. Teams can participate in the qualification stage multiple times; only the two best-scoring results for each map will count towards the leaderboard. At the end, the top 128 teams qualify for the next stage.

Group Stage

 **5 – 8 September**

The 128 teams compete over 4 days, playing 6 matches per day. Teams can participate multiple times. Only the two best-scoring results for each map will count towards the overall leaderboard. The map rotation is as follows: Erangel, Miramar, Sanhok, Erangel, Miramar and Sanhok. The top 22 teams on the leaderboard will advance to the Semi-Finals.

Semi-Final Stage

 **13 – 15 September**

The 22 teams from Group Stage and 2 invited teams are split into 3 groups: Group A, Group B, and Group C. Over 3 days, teams play against different groups to determine the best 16 teams. Each day consists of 5 matches, played on the maps Erangel, Miramar, Sanhok, Erangel, and Miramar.

Grand Final Stage

 **20 – 21 September**

The top 15 teams and one invited team compete for the championship. This stage lasts 2 days, with 6 matches played per day. The final matches are played in Sanhok, Erangel, Erangel, Erangel, Miramar, and Miramar. The top four teams will qualify for the PMSL EU Fall.

3. Teams and Players

3.1 Eligibility to Participate

3.1.1 Player Age

In order to be eligible to participate in the 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.

3.1.2 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 Organizers reserve the right to bar the player and the related team from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

3.1.3 Regional Requirement

In order to preserve the regional identity of teams participating in the global competition and to encourage regional identification, which is important to fans and sponsors, each team must, at all times, have 5 or 6 players on its roster during the Tournament, including a minimum number of players of EEU citizenship:

If the team consists of 6 players, the team must consist of:

Option 1: 5 players of EEU citizenship, and 1 player of any country citizenship.

Option 2: 6 players of EEU citizenship.

If the team consists of 5 players, the team must consist of:

Option 1: 4 players of EEU citizenship, and 1 player of any country citizenship.

Option 2: 5 players of EEU citizenship.

A player of EEU citizenship is an individual who is, on the date that the player registers for the Tournament, **a lawful permanent resident or a citizen of a country on the Tournament's eligible country list.**

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

3.2 Team Captain

"Team Captain" means the player for a Team that is designated as captain when completing the online Registration Requirements. The player who registers the Team shall be the Team Captain by default.

3.3 Owners

3.3.1 Ownership of the Slot

The individual player who registers a Team shall be considered the Owner of the Team and its slot in the Tournament, as well as in any subsequent Official Competitions for which the Team qualifies. If the registration is made at the direction or under the authority of an organization, the organization may claim ownership of the Team's slot, provided that the organization submits appropriate documentation or verification, at the request of the Tournament Organizers, to confirm its claim.

3.3.2 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 Tournament's Official Competition Rulebook and the Official PUBG MOBILE Competition Rulebook; and (2) any such sale, assignment or transfer will require the prior written consent of the Tournament Organizers.

3.3.3 Concurrent Ownership

(A) No individual or entity shall have, directly or indirectly, an ownership interest, operational control, or voting control in more than one team that competes in the Tournament.

(B) 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.

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

(D) Employees, partners, family members, and affiliates may not be associated with more than one Team at any point during the Tournament.

3.4 Roster Changes

During the Tournament and any subsequent Official Competition the Team qualifies for, the Team must maintain the original roster it registered for the Tournament. The roster may not be changed except in emergency situations. Emergency situations and the approval of any roster changes shall be determined solely by the Tournament Organizers. The Team may acquire additional players as substitutes to meet the requirements of subsequent Official Competitions, provided that any such roster change is approved by the Tournament Organizers.

3.5 Team Names and Logos

The Team's name and logo shall be selected at the time of registration and may not be changed during the Tournament or any subsequent Official Competition in which the Team qualifies. However, if an orgless Team is acquired by an organization with a business entity, the Team may change its name, logo, and branding, subject to approval by the Tournament Organizers. All Team names must be distinct 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. The Tournament Organizers may require a Team to change its name or logo if it is deemed inappropriate.

3.6 Player Names

A player's gamer tag or in-game nickname ("Gamer Tag") must consist of the player's Team name (or acronym or other word representative of the Team name) and player name in the format of "TEAMNAMEPLAYERNAME". For example, a player named "Lucky" on team "All Stars" might have the Gamer Tag "ASLucky". Gamer Tags will be selected at the time of registration and may not be changed at any time during a Season without the prior written approval of the Tournament Organizers. A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful. The Tournament Organizers may require a player to change their Gamer Tag if it is deemed inappropriate.

3.7 Player Equipment

Players may participate in the Tournament only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without approval of Tournament Organizers (including but not limited to adapters, controllers, Bluetooth keyboards, and mice). Players may not use any third-party software (except GAC). Players may not use any emulator to play on a PC or other device that is not a handheld device. The Tournament Organizers may require players to be monitored during matches using video call software or with another device.

Any modifications to a device's operating system are strictly prohibited, including but not limited to jailbreaking, using Cydia (on iOS devices), or obtaining root access on Android devices. Players who violate this rule may face suspension or disqualification from the tournament.

4. Match Procedures

4.1 Match Parameters

- *Mode: Third-Person Perspective (TPP)**
- *Use PC version match parameters: Yes*
- *Playzone Shrink Speed: x1*
- *Sound Visualization: Disabled*
- *Auto Pick Up: Enable*
- *Auto Open Doors: Enable*
- *No ammo when picking up firearms: Disabled*
- *Aim Assist: Disabled*
- *Red Zone and Flare Guns: Disabled*
- *Vague Information: Enabled*
- *Show skeleton on death: Disabled*
- *ALL Weapons: x2 spawn rate*
- *Scopes and Magazines: x2 spawn rate*
- *Same Outfit Match-Wide: Enabled*

** Players are allowed to switch between TPP and FPP in-game.*

*** When a player is knocked down, the information about which team and player got*

knocked will not be shown.

*** All opponents will appear wearing the same outfit during the match.

4.2 Game Version and Player Account

Players must play on the latest PUBG MOBILE version and the latest GAC version.

Player Account Requirement: Players' game accounts must be Global accounts

4.3 Bluezone Settings

Erangel and Miramar					
Zone	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					
Zone	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: 24m 20s					

4.4 Point System

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

Every elimination is worth 1 point.

4.5 Prize

The total prize pool for the 2025 PMCO EEU Season 2 Tournament is 10,000 USD (ten thousand United States dollars). The prize distribution for the tournament finals is as follows:

Placement	Prize
1	4000\$ + slot PMSL EU 2025 Fall
2	2500\$ + slot PMSL EU 2025 Fall
3	1800\$ + slot PMSL EU 2025 Fall
4	1000\$ + slot PMSL EU 2025 Fall
5	700\$
6-16	-

4.6 Tiebreaker

If teams have the same points, the following tiebreaker rules will be applied in order:

- 1) The team with more WWCD (Winner Winner Chicken Dinners) ranks higher.
- 2) The team with the higher total placement points is preferred.
- 3) The team with the higher total kill points ranks higher.
- 4) If the tie still remains, the team that achieved a higher placement in the last match will be ranked higher.

4.7 Match Information and Start Times

Starting from the semi-final stage, the first match of each match day will begin at 17:00 UTC. Teams must be ready in the lobby at the scheduled time, and after completing technical checks, matches will start as planned.

Matches will be played continuously, with short breaks between each round.

Before each match, lobby numbers and passwords will be shared on the official Discord server. Players must enter this information correctly and completely to join the custom match lobbies. Each team must occupy the slots assigned by the Tournament Organizers.

4.7.1 Match Changes

The Tournament Organizers reserve the right to change the match start time if necessary. In such cases, all affected players and teams will be informed as soon as possible, and the updated match schedule will be shared with them.

4.7.2 Tournament Support

The official communication center for the Tournament is the Discord server. A dedicated Discord server will be created for teams that advance to the semi-final stage.

Teams are required to use their private channel on the Discord server to contact the administrators for any communication or support requests. Starting from the semi-final stage, the Discord server link will be provided to teams via email.

5. Presentation and Broadcast

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 the Tournament Organizers. 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.

Severnika will broadcast the Tournament live for viewers. By participating in the event, all teams agree to have their matches streamed.

Individual players, teams or content creators of any team are not allowed to host watch parties, or livestream the tournament matches on their personal channels, unless approved by the Tournament Organizers. Otherwise, Severnik and the Tournament Organizers may take legal action against the violating channel for copyright infringement.

5.1 Observers

Observers designated by Severnik and authorized individuals (e.g., commentators or streamers) are allowed to access the in-game spectator/observer section.

5.2 Solutions for Extraordinary Situations

In the event of an extraordinary situation (such as a network or hardware failure), Severnik will decide how to proceed based on the data and circumstances. If a significant issue affects a player or multiple players, and they are not at fault, the Tournament Organizers will determine the best course of action, including whether to continue the tournament or reschedule a game. However, players who provide false or misleading reports may be disqualified from the league.

If a player is unable to participate in a game for any reason and the Tournament Organizers decide not to reschedule, the affected team must continue the match without the affected player. If the player who was disconnected or faced an issue is able to reconnect, they will be allowed to rejoin the game.

5.3 Punctuality

All participants are expected to be in the lobby and complete the scheduled anti-cheat checks at the following times:

- Be match-ready at least 60 minutes before the scheduled start time.
- Complete anti-cheat checks and voice verification at least 15 minutes before the match.
- Be fully present in the lobby as a team at least 15 minutes before the first map of the match day starts.
- Be ready in the next lobby within 5 minutes after the previous map has ended.

5.3.1 Failure to Arrive on Time

If a participant is not ready to play at the scheduled match time, they will be considered absent. In this case, the participant will not be allowed to join the upcoming map.

5.3.2 Rehost Requests

The Tournament Organizers must be immediately informed with sufficient evidence in case of any technical issue or emergency. A match rehost can only be approved by the Tournament Organizers and will be considered in the following situations:

- (A) Technical failures or disconnections not caused by the player within the first 3 minutes after the match starts.
- (B) Loading screen issues preventing the game from loading.
- (C) A player is unable to move in the battle zone for 3 minutes after the match begins.
- (D) A player fails to enter the tournament match before the plane takes off.
- (E) Players spawn directly in the battle zone without boarding the plane or parachuting.

If such an issue occurs, players must immediately report it to the management team on the official Discord server with valid reasons and sufficient evidence (screenshots or videos).

A rehost request will only be valid if approved by the Tournament Organizer. Until approval is given, players must continue playing the match.

6. Media Obligations

During PUBG Mobile Club Open EEU, teams must assign at least one representative for potential post-match video interviews or other media obligations requested by the tournament organization.

Participants will be notified in advance about the content, duration, and timing of these media requirements, and the relevant schedule will be shared with them.

Teams are expected to attend all scheduled media activities on time and in full.

6.1 Photo Requirements

Teams and players are responsible for submitting player photos in accordance with the regulations specified within the tournament.

[PMCO Photography Guide](#)

7. Code of Conduct

7.1 Unsportsmanlike Conduct

It is essential for all players to demonstrate sportsmanlike and honest behavior to ensure fair and respectful gameplay. Violators of this rule will face penalties.

Every player is expected to represent their team with the highest standards of conduct. Any behavior that fails to meet these expectations will be considered unsportsmanlike and will be penalized by the Tournament Organizers based on the severity of the behavior.

7.2 Fair Play

All teams are required to participate in every match during the event with their best performance and must refrain from any actions that compromise fair play, sportsmanship, or integrity. The Tournament Organizers reserve the right to apply disciplinary actions in case of any violations.

The following examples are a non-exclusive list of examples of behaviors that compromise fair play:

- **Collusion:** Any deliberate act of deception, conspiracy, or cooperation intended to manipulate match outcomes for personal or organizational benefit. Collusion may occur between team members, teams, or organizations.
- **Soft Play:** Intentionally underperforming below competitive standards.
- **Prize Sharing:** Agreeing to split event prizes or receiving other compensations in exchange for match results.
- **Signaling:** Sending or receiving signals through electronic or other devices to gain an unfair advantage.
- **Intentional Loss:** Deliberately losing a match or convincing a teammate to do so for compensation or any other reason.
- **Cheating:** Using cheats, hacks, or exploiting game bugs to gain an unfair advantage, or encouraging others to do so.
- **Bug Abuse:** Exploiting in-game bugs for unfair advantages.
- **Match Abandonment:** Intentionally leaving a match without a valid reason acknowledged by the Tournament Organizer.

These actions, along with any other behavior that goes against fair competition and sportsmanship, will be subject to disciplinary action by the Tournament Organizer. Possible penalties include disqualification from the league, loss of the team's slot, banning of involved players, or monetary fines. The Tournament Organizers reserves the right to apply other penalties, as deemed appropriate, without being limited to the options listed above.

7.3 Leaking Match Results

Match results are confidential and may only be published by the Tournament Organizers through designated official channels. No player, team, or other individual shall disclose match results in any private or public channels without prior approval from the Tournament Organizers.

7.4 In-Game Chat

Tournament players are prohibited from using the in-game chat to make provocative, disrespectful, degrading, unethical, or offensive remarks. If a complaint is filed, the Organizers will conduct a review and have the authority to issue a warning or, if necessary, disqualify the violating team from the tournament.

8. Communication with Tournament Organizers

8.1 Representative

To ensure effective communication between participants and Tournament Organizers, the Team Captain of each team should act as representative of the Team, and is required to be present on the Tournament's Discord server. However, the Tournament Organizers may directly communicate with any individual player where necessary.

8.2 Failure to Respond

A Team Member's failure to respond in a timely manner to the Tournament Organizers in accordance with the Official PUBG MOBILE Competition Rulebook will be deemed a violation of these Rules. The Tournament Organizers may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of the disciplinary actions outlined in Section 9.

No player or team stakeholder (including managers, team owners, team streamers, or team staff) may use threatening, offensive, defamatory, derogatory, disparaging, or hateful language on social media regarding Severnik, PUBG MOBILE, Tencent, event staff, tournament officials, or associated partners. This applies to all platforms, both public and private.

Furthermore, all players and teams participating in the event must show respect for the decisions made by the tournament organizer.

9. Disciplinary Action and Sanctions

All decisions in regard to violations of Rules are at the sole discretion of the Tournament Organizer.

9.1 Investigations by the Tournament Organizers

The Tournament Organizers will have the right to monitor compliance with the Rules and investigate possible breaches. By registering for the Tournament, all Team Members agree to cooperate with the Tournament Organizers in any internal or external investigation that the Tournament Organizers conduct relating to a suspected violation of the Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizers and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

9.2 Sanctions

If the Tournament Organizers determines that a Team Member or a Team has committed a violations of the Rules or the Registration Requirements, the Tournament Organizers may, in its reasonable discretion, issue any or all of the following disciplinary actions and sanctions: (a) verbal or written public warning(s); (b) prize forfeitures; (c) game forfeitures, (d)

Tournament forfeiture(s); (e) forfeitures of a slot; (f) suspensions; and (g) disqualifications and bans, including from any future Tournaments or other events related to PUBG MOBILE. A Team may be subject to the foregoing sanctions and disciplinary actions if its Team Member directs, encourages, knowingly assists, or knowingly permits another person or entity to violate the Rules or the Registration Requirements.

9.3 Notice of Extraordinary Events

Each Team Captain/Manager/Owner shall notify the Tournament Organizers as soon as practicable of any suspected or actual breach of the Rules by the Team that has, or could reasonably be expected to have, a material and adverse effect on the Tournament.

10. Responsibilities of Referees

Referees are Severnik officials responsible for assessing and making decisions on any issues, questions, or incidents that arise before, during, or immediately after a match. Their responsibilities include verifying team rosters before the match, announcing the start of the match, applying appropriate penalties in response to rule violations, and confirming the end of the match and validating the results.

10.1 Referee Conduct

Referees must act professionally and make decisions impartially. They are required to remain unbiased and not show favoritism or prejudice towards any player, team, manager, owner, or other individuals.

11. Changelog and Notification Procedure

The Tournament Organizers will document any changes made to the rulebook under the **Changelog** section, specifying the date and relevant rule numbers. It is the responsibility of all teams to stay updated on these changes.

The Tournament Organizers will update the Changelog to announce any amendments. While there is no obligation to provide direct notifications, the Tournament Organizers may choose to communicate changes through email or Discord channels as a goodwill gesture.

All teams are responsible for regularly checking official announcements and ensuring they remain informed about any updates.

14.08.2025

The rule stated in 3.1.3, which required a minimum of 4 and a maximum of 6 players throughout each stage of the tournament, has been updated to require that each team's roster must have at least 5 players in every stage of the tournament.

02.09.2025

The rule stating that 23 teams qualifying from the group stage and 1 invited team would participate in the semifinals of the tournament has been updated to: 22 teams qualifying from the group stage and 2 invited teams will participate in the semifinals of the tournament.