

[NQ] PUBG MOBILE Rulebook

Latest Update: 25/03/2024

1. PARTICIPATION

- A. All participants of the Moroccan Qualifiers must be 16+ years or older.
- B. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- C. Persons who are not excluded by applicable law, the rules of the tournament organizer, or the host are allowed to participate in the competition.
- D. Tournament officials and tournament staff cannot participate in events that they actively preside over.
- E. Only players with a valid PUBG MOBILE account - unless officially banned - are allowed to participate in the competition.
- F. All players have to compete on their own PUBG MOBILE Account. Playing on another player's Steam Account is not allowed
- G. The total number of team members must not exceed 7 (including 4 players, 2 stand-ins, and a coach).

2. TEAM LEADER

Each team must designate a team leader, who can be an external e.g. team manager. The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of the function in the same competition. Team Leaders have the following responsibilities:

- A. Representation of the team in communication with those responsible for the tournament means constant availability on-site and notification in the event of a short absence.
- B. Representing the team in communication with other teams/participants.
- C. Sign off on team decisions during the tournament.
- D. Passing on all required information to the entire team e.g. schedule, tournament format, etc.
- E. Accurately represent the views of the entire team.

Once the tournament has started, changing the team leader can only happen when the designated team leader is no longer capable of managing the team. The tournament officials have to be notified immediately in case of a team leader change.

3. PREPARATION TIME

Preparation time is the provided time frame before the start time (unless otherwise specified) and is set as a minimum of 30 minutes between matches. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

- A. Check the functionality of all game equipment.
- B. Log in to PUBG MOBILE with their own PUBG MOBILE account.
- C. Check their in-game skins so they comply with required in-game apparel if any. It's not allowed to change or remove skins during the match.
- D. Provide a list and seating order of players for the first match. If a team wants to replace a player during the match day, the team has to inform a referee at least 1 hour before the start of the match.
- E. Follow the instructions of referees.
- F. Join the tournament lobby in the respective slot and prepare for the match.

4. STARTING TIME

The match start time is determined by the tournament organizer. The minimum break between a map is 15 minutes. At their scheduled start time, all tournament officials and players must be ready. It is the responsibility of those responsible for the tournament to announce the start times. It is the team leader's responsibility to ensure that the team is on time and ready at the start time.

5. NUMBER OF PLAYERS

Each match can start with a minimum of 9 teams. The team consists of 4 players. Teams can additionally list 2 substitutes and 1 coach. A team can participate in the game with at least 3 players per team. In case a team fails to show up with enough players before the start of the match, the team will be removed from the tournament room and the match will be counted as a no-show.

6. GAME OF RECORD (GoR)

A game of record ("GoR") refers to a game where all the players have loaded, and which has progressed to the point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which remakes may be permitted, and a game will be considered on record from that point onward. Exceptions will be made upon referee intervention. A game becomes a GoR when the following conditions are met:

- Any player from the team leaves the plane.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing a vision of opposing teams.

7. REHOSTING THE GAME

The match can be rehosted on the player's request only in case of any technical issue or emergency. The affected team has to immediately alert the tournament referee by raising an issue and explaining the situation. The match can be rehosted if one of the following conditions is met and reported within five minutes after the match starts:

1. The player gets stuck on the loading screen and can't enter the match even after a client restart.
2. The player isn't able to play due to a technical issue that wasn't caused by the player's fault.

The tournament organizer shall decide on each rehost request individually and reserves the right to decline any player rehost request based on facts available at the time.

The tournament organizer may rehost the match at their sole discretion to maintain a good game experience.

8. PAUSE/BREAK/TIMEOUT

The match cannot be paused because of the game rules. The match can be rehosted as stated in "7. REHOSTING THE GAME".

9. DISCONNECT

Players affected by a bug known as parachute glitch, cannot land as usual and get killed within 60 seconds after the second landing and can request 2 compensation points. There is no match rehost. Compensation points can be given only in case the player immediately reports and shows the bug to a referee.

10. STREAM SNIPPING

Individuals, including players and those in contact with them during a live-streamed match, are not allowed to share information about the ongoing game by any means.

11. LOCAL ORGANIZER

The Local organizer of the 16th WE Championships National Qualifiers is the local National Federation.

The local national federation has the final say in all protests regarding the WE Championships National Qualifiers.

12. MATCH COMMUNICATION

During the live match, players are not allowed to communicate with anyone outside their match line-up except communication with the tournament official. Getting match-related information during the live match from anyone by any means is strictly prohibited. Communication with other team members, including the coach, is allowed only before and after all matches and during breaks.

13. DEVICE ACCESSORIES [OFFLINE]

All electronic peripheral devices are provided by the tournament organizer. It's prohibited to use any other except for earphones. It's highly recommended to bring and use your earphones of a specified type.

14. GAME MODIFICATIONS

Players may use only the software and operating system installed by the tournament organizer and aren't allowed to modify it by any means. The current global version of the game will be used.

15. TOURNAMENT FORMAT

The tournament consists of a single tournament stage where all teams play in one group. After all matches, the tournament ranking is determined based on the Scoring system.

16. MAP ROTATION [Organizer's Choice]

Every match day, there are 6 tournament matches played on maps in the following order:

- Match 1: Sanhok
- Match 2: Erangel
- Match 3: Erangel
- Match 4: Erangel
- Match 5: Miramar
- Match 6: Miramar

17. SCORING

Players get points based on their placement in each match and the total number of eliminations.

Placement	Points
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1st	10
2nd	6
3rd	5
4th	4
5th	3
6th	2
7th - 8th	1
9th - 16th	0
Each elimination	1

18. TIEBREAKER

If one or more two teams have a point tie, their rank in the leaderboard will be determined in order of:

1. Total number of won matches in the tournament stage if not applicable;
2. Total number of placement points in the tournament stage if not applicable;
3. Total number of kill points in the tournament stage if not applicable;
4. Placement in the most recent match of the tournament stage.

19. MATCH SETTINGS

If one or more two teams have a point tie, their rank in the leaderboard will be determined in order of:

- Mode: TPP, Squad
- Team size: Squads
- Use PC version match parameter: yes
- Sound visualization and Aim Assist: disabled
- Red Zone and Flare Guns: disabled
- Vague information: enabled
- ALL weapons: x2
- Scopes and Magazines: x2

Changing between TPP and FPP in-game is allowed. Enabled vague information means, players can't see a player name of the player they knocked / who knocked them.

20. FORBIDDEN BEHAVIOUR

- A. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion.
- B. Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
- C. Every team and participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.
- D. When a player of a team is found manipulating the client to customize the game beyond the range of settings provided in-game, the team's participation may be forfeited upon the referee's decision.

21. CHANGE OF RULES

- A. This regulation applies to Moroccan Qualifiers, and may be altered in the following cases:
 - 1. Rules are subject to change after the release of new patches.
 - 2. Upon discovery of other reasonable factors.
 - 3. Official head referee decision.
- B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes are communicated to the participants.

22. CHANGELOG

- *[25/03/2024] The participating age limit for all IESF Events has been adjusted.*