

**2024 PUBG  
MOBILE  
NATIONAL  
CHAMPIONSHIP  
UZBEKISTAN**

**TOURNAMENT  
REGULATIONS**

# Introduction

The **PUBG MOBILE NATIONAL CHAMPIONSHIP UZBEKISTAN 2024** tournament includes competitions in two modes: Battle Royale and Metro Royale. Each of these modes will have a separate structure. Detailed information about the format of both modes is presented below.

## 1. Agreement to Comply with the Regulations

### 1.1. Consent

By applying to participate in PMNC UZBEKISTAN 2024, each team member confirms that they have read the tournament's Regulations and agree to comply with all its rules.

### 1.2. Amendment of Competition Rules

The tournament organizer may periodically update, correct, or supplement these Regulations. Any significant changes to these Regulations will be announced on the tournament's webpage. The team captain is responsible for providing the team members with this information related to the Regulations. Participation in PMNC UZBEKISTAN 2024 implies agreement with all rule changes.

**1.3.** This tournament provides an opportunity to obtain two (2) slots for the PMSL CA Qualifier 2025.

**1.4.** Tournament schedule:

- Registration period: 20.08.2024 – 20.09.2024
- Start of the first stage (online): 25.09.2024 – 05.10.2024
- Start of the second stage (semi-finals, online): 07.10.2024 – 13.10.2024
- Start of the Grand Finals (LAN): 19.10.2024 – 20.10.2024

## 2. Battle Royale Structure

**2.1.** All matches, except for the final stage, will be held online. Teams will be divided into groups of 16 teams each. The organizers reserve the right to change the number of teams in a group.

**2.1.1.** The qualifying stage will be conducted in one phase:

- a) Single Phase: During the open qualification (qualifying stage), teams will be divided into groups of 16 teams each across multiple game days.

### **2.1.2. Qualification rules:**

1. Online Qualifier Stage:
  - Teams are allowed to register and play the qualifiers several times. However, the system will only grab the 2 highest-point matches for each map of each team
  - Based on the match results, 64 teams will qualify to Online Semi-Finals Stage.
2. Online Semi-Finals Stage:
  - 64 teams will be divided into 4 groups and will play 5 maps each. Based on the results, the top 4 teams from each group will qualify to the Offline Grand Finals.

**2.1.3.** The final stage will be held over one game day. Teams will play 6 matches.

## **2.2. Metro Royale Structure**

**2.2.1.** All matches, except for the final stage, will be held online. Teams will be divided into groups of 6 teams each. The organizers reserve the right to change the number of teams in a group.

**2.2.2.** The qualifying stage will be conducted in one phase:

- a) Single Phase: During the open qualification (qualifying stage), teams will be divided into groups of 6 teams each across multiple game days.
- Based on the match results, 12 teams will continue to participate in the tournament. These 12 teams will then be divided into 2 groups of 6 teams each. Based on the match results, 6 teams (the top 3 teams from each group) will advance further in the tournament.
- Online Qualifier Stage: 4 maps each day
- Online Semi-Finals Stage: 2 maps each day

**2.2.3.** The final stage will be held over one game day. Teams will play 4 matches. The best team based on the results of all games will be

invited to participate in the Grand Final stage of the tournament, where invited partner teams of PUBG MOBILE will compete.

**2.2.4.** Teams will start their battles with mid-level items.

### **3. Athletes**

#### **3.1. Eligibility to Participate**

**3.1.1.** 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, more than four players on its roster that are Citizens (defined as Uzbekistan permanent residents or valid national ID card holders) of the Team's home region and more than three of the Team's players participating in any Tournament Game must be Citizens of the Team's home Region.

**3.1.2.** To participate in the Tournament, an athlete must be at least 16 years old before the start of the Tournament.

**3.1.3.** No athlete may simultaneously play for or be contracted with multiple teams. If such an arrangement or contract is discovered, the PMNC UZBEKISTAN 2024 officials reserve the right to prohibit the athlete from participating in any future matches until the situation is resolved.

#### **3.2. In-Game Names (Nicknames) and IDs**

**3.2.1.** The in-game nickname and ID must match those provided during registration on the PMNC UZBEKISTAN 2024 website. If there is a discrepancy, the Administrator has the right to disqualify the athlete.

**3.2.2.** Starting from the Second Stage, each athlete's nickname must include the team name (or an abbreviation or another word representing the team name) and the athlete's name in the format "TeamNameAthleteName." For example, if the athlete's name is "AKVAMEN" and they are from the team "Lost Kingdom," the athlete's tag will be "LKAkvamen." The athlete's nickname is chosen during registration and cannot be changed at any time during the tournament without prior written permission from the tournament officials. The athlete's tag/nickname must not contain any words or

phrases in any language that are offensive, threatening, or abusive. All risks and responsibilities for the right to use a corporate name or intellectual property, in whole or in part, in the athlete's name or tag lie with the athlete. The PMNC UZBEKISTAN 2024 organizers reserve the right to reject any athlete tag chosen by the athlete and require the athlete to choose another tag that complies with these tournament rules.

### **3.3. Registration**

**3.3.1.** Registration for the Battle Royale tournament is done by submitting an application on the website - **[link]**.

**3.3.2.** Registration for the Metro Royale tournament is done by submitting an application on the website - **[link]**.

### **3.4. Communication**

**3.4.1.** To ensure effective communication between participants and tournament organizers, a representative of each team is required to be present on the PMNC UZBEKISTAN 2024 Discord server.

**3.4.2.** All updates regarding any changes to the regulations, dates, and times of events will be published on the PMNC UZBEKISTAN 2024 Discord server. The tournament organizers are not responsible for participants' failure to promptly familiarize themselves with such changes.

## **4. Teams**

### **4.1. Team Composition Requirements**

**4.1.1. Main and Substitute Athletes.** Throughout the entire PMNC UZBEKISTAN 2024 tournament, each team must consist of four main athletes. A team may add up to two additional athletes as substitutes (hereinafter referred to as "Substitute Athletes"). The PMNC UZBEKISTAN 2024 organizers have the right to disqualify any team with an incomplete roster.

**4.1.2.** All main athletes and any substitute athletes replacing main athletes must meet the eligibility criteria for participation in all tournament games. Teams are required to maintain a minimum roster throughout the PMNC UZBEKISTAN 2024 tournament. If at any point the team roster falls below the minimum composition, the team will be disqualified or may face other sanctions, unless the

PMNC UZBEKISTAN 2024 organizers, at their sole discretion, grant permission for the team to reduce the number of athletes on the roster.

**4.1.3.** Each team must designate one member as the captain during the registration process (hereinafter referred to as "Team Captain"). The Team Captain will handle all communication with the PMNC UZBEKISTAN 2024 organizers. The PMNC UZBEKISTAN 2024 organizers may consider information received from the Team Captain as information from all team members. The team Captain must be the Citizen of Uzbekistan. The Team Captain must be an athlete on the roster. A team cannot replace the Team Captain during the tournament without prior permission from the PMNC UZBEKISTAN 2024 organizers.

**4.1.4.** Each team may maintain contact with officials at any time during PMNC UZBEKISTAN 2024 through one person acting as their manager / coach ("Team Manager" or "Head Coach"). The Team Manager / Head Coach will be responsible for effective communication between the organizers and the team. The tournament organizers may rely on any messages from the Team Manager / Head Coach as coming from all team athletes. A team cannot replace their Team Manager / Head Coach without prior written notice to the tournament organizers.

**4.1.5.** The Team Manager / Head Coach should follow the Single Capacity discipline, can only represent one Team and cannot be affiliated with more than one Team in any capacity in the PMNC (including but not limited to not being the Starter, Substitute, Team Manager, Head Coach).

## **4.2. Submission of Team Roster**

**4.2.1** Before the start of the tournament, each team must register their roster on the website provided by the tournament organizers. Once registration is closed, teams are not allowed to make any changes to their roster.

**4.2.2.** Throughout the tournament, teams cannot make substitutions to their roster unless the PMNC UZBEKISTAN 2024 organizers, at their sole discretion, grant permission for roster changes. If a team member's game account is blocked, the team

will be disqualified unless the tournament organizers decide otherwise.

#### **4.3. Team Names**

The team name will be chosen during registration and cannot be changed at any time during PMNC UZBEKISTAN 2024 without prior permission from the tournament organizers. All team names must be unique and distinguishable from one another. The team name and logo must not include any words or phrases in any language that are offensive, threatening, or abusive. The PMNC UZBEKISTAN 2024 tournament organizers have the right to reject a team name or logo and recommend a different name and logo that comply with these competition rules.

**4.4.** The main dates and times will be announced on the social media channels of the PMNC UZBEKISTAN 2024 organizers. The tournament organizers reserve the right to change the start times and dates of the matches. Any such changes will be communicated through the appropriate channels.

#### **4.5. Scoring System**

**4.5.1.** Points in each Battle Royale tournament game will be based on the final number of kills and the placement in the game's leaderboard, as detailed below.

Scoring System	
1 elimination = 1 point	
Points for a place at the end of the game	
Place	Point
1	10
2	6
3	5
4	4
5	3
6	2
7-8	1
9-16	0

**4.5.2.** Ties between two teams during any stage of PMNC UZBEKISTAN 2024 will be determined in the following order:

1. **Total number of first-place finishes** in all tournament games at the corresponding stage of the tournament.
2. **Total placement points** earned in all tournament games at the corresponding stage of the tournament.
3. **Total accumulated kills** in all tournament games at the corresponding stage of the tournament.
4. **Placement in the most recent tournament match.**

#### **4.6. Scoring System for Metro Royale**

**4.6.1.** Points in each Metro Royale tournament game will be based on the points collected during the match.

**4.6.2.** A team will receive 500,000 points for eliminating an opponent from another team.

**4.7.** The scoring system may be periodically updated by the tournament organizer at their sole discretion. Team members are responsible for regularly checking for the latest updates in this section.

#### **4.8. Prizes**

**4.8.1.** The prize pool for the PMNC UZBEKISTAN 2024 Battle Royale tournament is \$20,000.

**4.8.2.** The prize pool for the PMNC UZBEKISTAN 2024 Metro Royale tournament is \$15,000.

**4.8.3.** The prize distribution for the finals of the Battle Royale tournament is as follows:



Prize Pool Distribution - Battle Royale	
1st place	6000\$ + slot PMSL CA qual 2025
2nd place	3000\$ + slot PMSL CA qual 2025
3rd place	2000\$
4th place	1400\$
5th-6th place	1200\$
7th-8th place	1000\$
9th-10th place	800\$
11th-12th place	400\$
13th-16th place	200\$

**4.8.4.** The prize distribution for the finals of the Metro Royale tournament is as follows:

Prize Pool Distribution - Metro Royale	
1st place	8000\$ + slot GrandFinal
2nd place	4000\$
3rd place	3000\$
4th place	2000\$
5th-6th place	1500\$

**4.8.5.** All prize amounts will be paid within a period not exceeding 90 (ninety) business days from the date the team participants confirm the details for the transfer.

**4.8.6.** The distribution of the prize amount among the team participants is handled by the team members themselves without involving the Administration or Organizer. The Organizer and Administration do not accept claims and do not consider disputes

related to the distribution of the prize amount among the team participants.

## **5. Game Settings and Process**

### **5.1. Pre-Game Settings**

**5.1.1. Game Version** Athletes must use the latest version of PUBG MOBILE available at the start of the matches.

**5.1.2. Player Accounts** Athletes must use their own accounts. Athletes must use their player tags (starting from the Second Stage, as per section 3.2.2) during tournament games.

**5.1.3. Scheduled Start Times** All tournament games are expected to start at the scheduled time. Any delays caused by inadequate preparation by any team member will be addressed by the tournament officials. Penalties for lateness are at the discretion of the tournament organizer.

## **5.2. Battle Royale and Metro Royal Game Settings and Rules**

### **5.2.1. General Settings**

- Maps: Erangel, Miramar, Sanhok
- Game Mode: TPP
- Team Size in Lobby: 4 athletes
- Number of Teams Participating in a Tournament Game: 16
- Switching game mode from TPP to FPP by athletes during the match is allowed.

### **5.2.2. Game Settings:**

- Zone shrink speed: x1.1
- All weapons: x2
- Magazines and scopes: x2
- Red zone: disabled

### **5.2.3. Metro Royale General Settings:**

- Maps: Old Blockade Zone (advanced), Misty Port (advanced), Arctic Base (advanced), and the 340 version special map
- Game Mode: TPP
- Team Size in Lobby: 4 athletes
- Number of Teams Participating in a Tournament Game: 6

#### **5.2.4. Game Settings:**

- Sound visualization: enabled
- Auto loot pickup: enabled
- Auto door opening: enabled
- Aim assist: disabled
- Use owner's equipment: enabled
- Disable box lock: enabled
- Increase attacks by Bandits & Enemies (bots): x2
- Loot from Bandits & Enemies (bots): x2
- Number of supply crates: x2
- Number of weapon crates: x2
- Number of loot cabinets: x2
- Ready point return countdown: 600 seconds

**5.2.5.** The use of flare guns and emergency parachutes is prohibited. Violating this rule will result in penalties, including disqualification. The tournament organizer reserves the right to make changes to the necessary game or athlete settings at any time at their sole discretion before the start of any tournament game.

**5.2.6.** Each athlete must ensure that they have downloaded all maps to their mobile . Athletes who have not downloaded the maps will be automatically excluded before the start of the match.

**5.2.7.** Pauses during a tournament game are prohibited for any reason. Athletes must replay the tournament game at the request of the tournament organizer. In some cases, the tournament must continue even if one or more athletes encounter emergencies or critical errors that would otherwise justify a replay, even if the athletes are not at fault for the emergency.

**5.2.8.** Team participants are allowed to stream their games up to the Second Stage of the tournament with a delay of at least 5 minutes.

#### **5.3. Post-Game Procedures**

**5.3.1.** Each team must take a screenshot of their team's results after the completion of each match. Failure to provide a screenshot upon request from the organizers may result in the team's results being annulled.

**5.3.2.** In the event of disputes, the tournament organizers have the right to request a video recording of the match from the players' perspective (screen recording). If a video recording of the match is not provided, penalties may be applied to both the athlete and the team, up to and including disqualification.

**5.3.3.** When breaks between games are necessary or deemed desirable by the tournament organizer, the PMNC UZBEKISTAN 2024 organizers will inform the team captains of the break duration, and the next tournament game will begin immediately after the break period has ended.

## **6. Supported devices**

Athletes may participate in the tournament using smartphones. Athletes are not allowed to play on personal computers (PCs), consoles, laptops, tablets, or any other that is not a smartphone. Athletes are not permitted to use an emulator to play on a PC or any other that is not a smartphone. Athletes competing in online competitions must use smartphones running on Android or iOS platforms.

## **7. Code of Conduct**

### **7.1. General Conduct Rules**

**7.1.1.** All teams and team members must strictly adhere to the highest standards of ethics and sportsmanship. All participants must conduct themselves professionally and with sportsmanship while interacting with their opponents, PMNC UZBEKISTAN 2024 organizers, sponsors, and fans.

**7.1.2.** Violations of these rules will result in penalties at the discretion of the tournament organizer, with detailed information provided below. All decisions in the event of violations are made at the sole discretion of the tournament organizer and PMNC UZBEKISTAN 2024 officials.

### **7.2. Prohibited Behavior**

The following is a non-exhaustive list of examples of prohibited behavior:

- Collusion
- Cheating
- Exploiting game bugs
- Player substitution
- Abusive or aggressive language
- Drugs and alcohol
- Betting

### **7.3. Unprofessional Behavior**

The following is a non-exhaustive list of examples of prohibited unprofessional behavior:

- Harassment
- Sexual harassment
- Discrimination and defamation
- Negative statements
- Disclosure of confidential information
- Immoral behavior
- Bribery
- Failure to comply with the tournament organizers' requirements
- Match result manipulation
- Violation of PUBG MOBILE's terms of use

### **7.4. Penalties**

If any team member is found to be in violation of these Regulations, the tournament organizer will apply the following penalties:

- (a) Oral or written public warnings
- (b) Forfeiture of prize(s)
- (c) Exclusion from a game
- (d) Exclusion from the tournament
- (e) Temporary suspension from participation
- (f) Disqualification and ban(s) from participation

**7.4.1.** Ignoring and violating these competition rules are punishable, regardless of their intentional or unintentional nature. Attempts to ignore or violate the rules are also subject to punishment. The

tournament organizer determines which disciplinary action will be final and binding.

## **8. Communication with Tournament Organizers**

**8.1.** During registration for the tournament on the website \_\_\_\_\_, mass information about the tournament may be disseminated using the email provided during account registration.

**8.2.** Each team member (including the team manager) agrees to respond within 24 hours to any request from the tournament organizer on the official Discord server of the tournament, according to the contact details provided during registration.

**8.3.** In situations requiring urgent communication between tournament participants and organizers (e.g., changes in match start times, rescheduling of matches), team members agree to respond to the organizers' request within 1 hour.

**8.4.** Any official request sent on the tournament's official Discord server mentioning a team member is considered received 1 hour after it is sent, regardless of whether the team member has responded.

**8.5.** Failure to respond to an official request will be considered a violation of these rules and may result in the penalties specified in section **7.4** of these regulations. All decisions regarding violations of this section are at the sole discretion of the organizers.

## **9. Use of Names and Images**

**9.1.** Each team member grants the tournament organizer permission to broadcast live and record their participation in the PUBG MOBILE game. Each team member provides the tournament organizer with a royalty-free, fully paid, worldwide right and license (with the right to sublicense) to copy, display, distribute, edit, post, store, and otherwise use and display their full name and player tag, photograph, image, likeness, avatar, voice, video footage, in-game character, game statistics, and biographical information, as well as to create derivative works based on the aforementioned elements, in any existing and future social networks, for the purposes of:

- (a) Broadcasting the entire tournament or any part of it;

- (b) Marketing and advertising promotions for PMNC UZBEKISTAN 2024 or any part of the tournament;
- (c) Marketing and advertising activities for PUBG MOBILE and related actions.

**9.2.** Each team member unconditionally acknowledges and agrees that all broadcasts and audio-video recordings of the tournament or any part of it belong to the tournament organizer. Appearance in the broadcast or audio-video recording of the tournament does not grant the team member any ownership rights in such broadcast or audio-video recording.

## **10. Dispute Resolution**

All decisions regarding player eligibility, scheduling, and conduct of the PMNC UZBEKISTAN 2024 tournament, as well as disciplinary actions related to unacceptable behavior, are made at the sole discretion of the tournament organizer or on behalf of the tournament organizer. The decisions of the tournament organizer are final and binding and cannot be used as a basis for any claims for monetary damages or any other forms of legal relief.

## **11. General Terms**

**11.1. Tournament Organizer's Right to Interpret Rules** Any aspects related to PMNC UZBEKISTAN 2024 or PUBG MOBILE not covered in these Competition Rules and Registration Rules are subject to interpretation by the tournament organizer and will be periodically provided to teams in the form of updates or interpretations of these Competition Rules or Registration Rules.

**11.2. Acceptance of Additional Rules** To participate in the tournaments, athletes may be required to accept additional rules from the tournament organizer. The company will collect, store, and use players' personal data in accordance with the PUBG MOBILE Privacy Policy applicable to the player's region. Participation in the game is subject to the Terms of Use and the End User License Agreement applicable in the player's region. The tournament organizer reserves the right to amend and update these Competition Rules and Registration Rules, as well as to change or

cancel some or all tournaments at its sole discretion and at any time.