



**PUBG MOBILE National Championship SEA
Wildcard 2024
Player Handbook**

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BACKGROUND AND PURPOSE

Proxima Beta Pte. Limited ("**Proxima**") owns the rights to distribute the mobile game *PlayerUnknown's Battlegrounds Mobile* ("**PUBG MOBILE**") worldwide (except in Korea and Japan) and has created the PUBG Mobile National Championship ("**PMNC**") to serve as the official competition platform for PUBG MOBILE esports. The PMNC will provide an esports platform to showcase some of the world's best competitive PUBG MOBILE players.

These PUBG Mobile National Championship (PMNC) Competition Rules ("**Competition Rules**") establish the general rules applicable to the play of PUBG MOBILE at all PMNC events. They include rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Competition Rules include the general terms set forth in Sections 1 - 11 below ("**General Terms**"), as well as the specific terms in the Appendices attached hereto. The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Terms and all other Appendices.

These Competition Rules apply to the individual (natural person), entity and/or group ("**Owners**") who registered a team ("**Team**") to participate in the PMNC in accordance with the Esports Registration Procedures and Rules ("**Registration Rules**") and to each Team's players, managers, coaches, owners and other representatives. A Team's players, managers, coaches, Owners and other representatives are referred to in these Competition Rules as "**Team Members**".

Teams will be selected to participate in the PMNC through various mechanisms.

These Competition Rules apply to PMNC ("**Tournament**").

These Competition Rules and the Registration Rules form a contract between a Team Member and Tencent. Each Team Member is required to read, understand, and agree to these Competition Rules and the Registration Rules before participating in any Tournament.

In addition to the General Rules, Proxima has also issued rules that apply to one specific Official Competition and not to others (the "Competition-Specific Rules"). The Competition-Specific Rules establish rules, terms and conditions for matters like prize pool, schedule and playoff structure that vary from tournament to tournament.

The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Rules and the Competition-Specific Rules.

These General Rules apply to and are binding on: (1) the individual (natural person), entity and/or group (“Owners”) who registered a team (“Team”) to participate in an Official Competition, and (2) to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to in these General Rules as the “Team Members”.

These General Rules apply to online qualifiers, regular season and post-season play, including the Global Championship, and to any other match, game, tournament or event that is part of an Official Competition (“Tournament”). The Competition-Specific Rules for a particular Official Competition apply to all stages, seasons or splits for that Official Competition. These General Rules and the applicable Competition-Specific Rules form a contract between a Team Member and Proxima. Each Team Member must read, understand, and agree to these General Rules and the applicable Competition-Specific Rules before participating in any Tournament.

<p>By Participating in any Tournament, you agree to these General Rules and the Competition-Specific Rules applicable to that Tournament. If you do not accept these General Rules and the applicable Competition-Specific Rules and abide by them during your participation in the Tournaments, you will not be eligible to participate in an Official Competition.</p>

GENERAL TERMS

1. Acceptance of Competition Rules

1.1. Acceptance

1.1.1. Each Team Member must agree to these Competition Rules and the Registration Rules in order to participate in the PMNC. A Team Member may accept these Competition Rules by registering to participate in the PMNC in accordance with the Registration Rules or by participating in any Tournament.

When a Team Member arrives at a LAN Event, she or he may be asked to sign an acknowledgment form before the Tournament begins. This form confirms that the Team Member has accepted and agreed to abide by these General Rules and the applicable Competition-Specific Rules. A Team Member's failure or refusal to sign an acknowledgment form when asked to do so may result in sanctions, including:

- (i) disqualification of the Team Member or the Team Member's Team from the applicable Tournament;
- (ii) forfeiture of any and all prizes earned by the Team Member or such Team Member's Team; and/or
- (iii) forfeiture of Team Member's or such Team Member's Team's slot in the applicable Tournament. A Team Member who is not asked to sign an acknowledgement form may accept these General Rules and the Registration Requirements as provided in Section 1.1.1.

1.2. Changes to Competition Rules

The field of esports and the mobile games played in esports are changing rapidly, and these General Rules and the Competition-Specific Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and updates to PUBG MOBILE. Accordingly, Proxima may update, amend or supplement these General Rules and the Competition-Specific Rules from time to time, and may interpret or apply these General Rules and the Competition-Specific Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these General Rules or the Competition-Specific Rules will be provided to the Team's

Team Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these General Rules and the Competition-Specific Rules to other Team Members. Participation in any Tournament will constitute acceptance of the changed rules, instructions and guidance.

1.3. Enforcement of the Competition Rules

PMNC Officials at all times may act with the necessary authority to preserve the best interests of the PMNC 2024. This power is not constrained by the lack of any specific language in this document. PMNC officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the PMNC .

The Tournament Organizer, IO Esports (“**Tournament Organizer**”) is appointed to operate certain PUBG MOBILE National Championship Tournaments (PMNC). The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament and for ensuring compliance with these Competition Rules and the Registration Rules.

1.4. Privacy Policy

Proxima will collect, store, and use a Team Member’s personal information in accordance with the Privacy Policy for PUBG MOBILE in effect for the Team Member’s Region, which is available at <https://pubgmobile.proximabeta.com/privacy.html>.

2. Players

2.1. Eligibility

2.1.1. Player Age. In order to be eligible to participate in a 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. If a player is 16 years of age or older but under the age of majority in his or her country of residence before the start of the Tournament, he or she may still compete in the Tournament if (1) he or she meets the other eligibility criteria in these General Rules and the applicable Competition-Specific

Rules, and (2) a parent or legal guardian accepts these General Rules and the applicable Competition-Specific Rules on behalf of the player, and consents to the player's participation in the Tournament using a parental consent form provided by the Tournament Organizer.

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

2.1.3. Player Requirements

- (A) **Proof of Residency.** Players will be required to submit the necessary basic information as indicated in the registration document. Minimum 50% of the roster must be a national citizen, or a lawful permanent resident of **Singapore, Brunei, Timor Leste or Laos.**
- (B) To be recognized as a resident of Singapore, Brunei, Timor Leste or Laos by the PMNC official, players must be able to prove legal residence by providing a valid identification document issued by the state. Teams that qualify for PMNC must provide information for residency status.
- (C) **Violation of Residency Requirements.** Each team is responsible for ensuring that each player registered meets the residency requirements. It is a violation of the competition rules on the part of the team or player if a player (and his/her parent or guardian) submits incomplete, false, or incorrect information on the player's residency resulting in an error in the player's residency data. Such violations will be grounds for strict action or sanctions as outlined in the competition and registration rules.

2.2. No Tencent, Krafton or Tournament Organizer Employees

Team Members may not be employees of Proxima Beta Pte. Limited ("**Proxima**"), Krafton, Inc. (formerly Bluehole), or any of their respective affiliates at any point during the PMNC competitive Season.

2.3. 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". The Team name part should not longer than 4 characters, the player name part should not longer than 8 characters. 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 the PMNC without the prior written approval of the PMNC Officials.

Examples of accepted Gamer Tag:

- ASLucky (Player "Lucky" from team "All Stars")
- FormaStar (Player "Star" from team "Forma")

A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful. A Gamer Tag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Tencent Games, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the player is property licensed.

Examples of banned Gamer Tag:

- TencentAngel (intellectual property "Tencent")
- Whore69 (offensive Gamer Tag)
- KillYourSelfPls (toxic and hurtful GamerTag)

The Gamer Tag shall not also include sponsors that are from a competitor brand to [**Sponsors**]. Tournament Organizers will collect all the lists of sponsors from the Team.

Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Gamer Tag shall be with the player. PMNC Officials reserve the

right to reject any Gamer Tag selected by a player and to require the player to select an alternate Gamer Tag that complies with these Competition Rules.

2.4. PUBG MOBILE - Related Events

2.4.1. Tournament - Related Events (Media Events)

Each player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that Proxima or the Tournament Organizer organize in connection with the marketing and promotion of the an Official Competition, Tournament and/or PUBG MOBILE (“Media Events”), provided that these Media Events do not unduly interfere with a player’s game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Organizer or Proxima. The Tournament Organizer shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3. Teams and Owners

3.1. Pro Requirements

Starters and Substitutes. Each Team must maintain, at all times during any Official Competition, four players in the Team’s starting lineup (“Starters”). A Team competing at National/Regional Championship has the option of adding two (2) additional players to act as substitutes (“Substitutes”). A Team competing at PMSL or global tournament must have one (1) or two (2) additional players to act as Substitutes. Tournament Officials have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register six (6) players, which is the maximum number of players allowed. The team roster cannot

be changed except in emergency situations. Emergency situations and the acceptance of the roster change will be solely decided by the Tournament Officials.

- 3.1.1. Minimum Roster Requirement.** All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must comply with the minimum roster requirement at all times during any Official Competition. 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 Officials, at their sole discretion.
- 3.1.2. Playing Roster.** During official Tournament Matches in PMNC, the lineup of the players that are currently playing in it ("**Playing Roster**") must maintain, cannot be changed, a minimum of three Players that are the citizens or Permanent Resident of Singapore, Brunei, Timor Leste or Laos (minimum 50% of the roster)
- 3.1.3.** All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must comply with the minimum roster requirement at all times during any Official Competition. 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 Officials, at their sole discretion.
- 3.1.4. Team Captain.** Each Team must designate one player as its captain when completing the online registration process ("**Team Captain**"). The Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change

its Team Captain during a Tournament without the prior written approval of the Tournament Officials.

3.1.5. Waiver Due to Force Majeure

A. Waiver with Application

Any players quitting this competition due to special circumstances will need to sign the Tournament Organizer-provided "Notes for Waiver of PMNC" (Appendix 7) and submit it to the Tournament Organizer and PMNC Official for Approval. Player can only quit with the PMNC Official's permission, and players need to be responsible for the following:

1. Only 1 player quits in the team, the team can continue the competition with the rest 4 players; The player who quits the competition will not obtain any award from PMNC.
2. If at least 2 players quit the team, the team will be disqualified. The team will retain the scores before the disqualification; The player who quits the competition will not obtain any award from PMNC.

B. Waiver Without Application

Before the end of the Tournament, if the teams did not take the initiative to submit to the "Notes for Waiver of PMNC" notice for PMNC players quitting the tournament, and the player management/referee could not be contacted within 24 hours, depending on the severity degree of plot, Tournament Organizers have the right to treat the player's behavior as withdrawal, and will give the player/team the following penalties:

- A. The waiver caused by the loss of one or more players in the team will be regarded as a waiver of the team as a whole, and other players in the team will lose the qualification to participate in the subsequent competitions of PMNC;
- B. The tournament organizer has the right to withdraw all the awards or rewards of the player.
- C. All the scores of the team will be cleared and will be disqualified from the final scores rank of the PMNC.

Any content related to waiver shall be subject to “Notes for Waiver of PMNC”. Refer to clause “**6.3.14 Dropouts and Refusals to Participate**” for further information.

3.2. Submission of the Roster and Team Registration

Before the start of any Official Competition, each Team must register its roster (including all Starters and any Substitutes), sponsor, and jersey using the tools provided by the Tournament Officials. Any request for an updated sponsor and jersey for the upcoming Official Competition must be pre-approved by the Tournament Official, and Tournament Official may deny the request if the preparation time is not sufficient.

3.3. Team Names and Logos

The Team’s name will be selected at the time of registration and may not be changed at any time during the Season without the prior written approval of the Tournament Officials. All Team names must be different 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. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Proxima, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a Team must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the Team is properly licensed to use such third party’s intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third Sparty in or as part of a Team name shall be with the Team. Tournament Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these General Rules.

3.4. Owners

3.4.1. Ownership of the Slot in the PMNC. Proxima and the Tournament Organizer will deem the Owner(s) who registered the Team in accordance with the Registration Requirements to be the sole owner(s) of the Team and the Team's slot in an Official Competition for purposes of these General Rules and Competition-Specific Rules. Accordingly, if a Team wins the right to progress to the next stage of an Official Competition, that right is owned by the Team and its Owner(s), not by the players or any other person or entity.

3.4.2. Transfer of the Team. The ownership of the team may not be sold, transferred, or assigned to any third party under any circumstances. The Owner(s) shall retain all rights and responsibilities associated with the team in accordance with the General Rules and the applicable Competition-Specific Rules. Any attempt to sell, assign, or transfer ownership will be deemed void and without effect.

3.5. Notice of Extraordinary Events

Each Owner each shall notify Proxima and the Tournament Organizer as soon as practicable of any suspected or actual breach of the General Rules or the applicable Competition-Specific Rules by the Team or any of its other Owners (or any person acting by or on behalf of any of them) that has, or could reasonably be expected to have, a material and adverse effect on any Tournament, Official Competition or any of the Proxima Parties.

4. Apparel

4.1. Official Uniforms Required

Team Members shall, during all public-facing Tournaments (including LAN Events, publicly-streamed Online Events and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). No Team Member shall remove, replace or cover any part of his or her official Team uniform without the prior approval of a Tournament Official, except that jackets and hats may be removed by players during Tournament competitions. The Tournament Organizer reserves the right at all times to impose a ban on apparel that is deemed

to conflict with these General Rules, including the sponsorship restrictions in Section 5 and the Code of Conduct in Section 6.

4.2. Team Apparel Design and Requirements

- 4.2.1.** Team uniforms shall be designed and manufactured by each Team at its own expense.
- 4.2.2.** The Team's logo must appear in a conspicuous position on the front side of the uniform.
- 4.2.3.** Logos of major sponsors may be placed on the front and both arms of a Team uniform, but the total number of the logos may be limited by the Tournament Organizer if they become excessive.
- 4.2.4.** The Tournament Organizer will review and has the right to propose modifications to all Team uniforms. The Tournament Organizer will review, for example, whether the uniform pattern conforms to these General Terms and the Official Competition's minimum aesthetic standards; and whether the size, position, number, and content of the logos are appropriate.
- 4.2.5.** Players must wear long pants and closed toe shoes. The color of pants and shoes worn by players shall be consistent at LAN Events.
- 4.2.6.** The Tournament Organizer may provide players with Official Competition-themed apparel before the start of a Tournament. These Official Competition uniforms are primarily to be used for interviews and related events during non-match periods. In addition, if the uniform of any Team does not conform to relevant design requirements of the Tournament Organizer, such Team may temporarily wear the Official Competition-provided or Official Competition-themed apparel during a Tournament, and the relevant Team shall be provided with a grace period to modify its uniform design.
- 4.2.7.** Coaches (if any) must wear business attire during any Tournament or while attending public-facing events in his or her capacity as a coach of a Team.

4.3. In-Game Apparel

After a player leaves the in-game lobby, his or her avatar must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effect are not permitted inside the game.

Players will be informed by the Organizer on the In Game Apparel requirements that must be adhered by all players.

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, if any players were found dismantled or sold any of the skin, it is his or her responsibility to obtain the skin back through the game store. Upon discovery of any Team Member violating this rule, Tournament Organizer will issue the following penalties:

1st time offense: official warning for the Team

2nd Time and later offense : 3 points will be forfeited based on the Tournament Stage. For example, if a player is found to have committed an offense during Group Stage, Team will forfeit 3 Points from the Group Stage Points.

During Finals, for the 2nd 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

4.4. Refusal of Entry

The decision of the Tournament Organizer on all matters relating to uniforms and apparel that are worn during any Tournament or while attending public-facing events, including Media Events, is final and binding. The Tournament Organizer reserves the right to refuse entry or continued participation in a Tournament to any Team Member who does not comply with the apparel rules in this Section..

5. Sponsorships

5.1. Prohibited Sponsors

Teams and players are encouraged to develop relationships with sponsors. However, in order to preserve the integrity of competition in the PMNC and the reputation of PUBG MOBILE and Proxima Beta Pte. Limited ("Proxima") neither a Team nor any Team Members shall enter into any sponsorship, endorsement, advertising or related agreement with any person or entity that is determined by Proxima Beta Pte. Limited ("Proxima"). or the Tournament Organizer to conduct business within any product or service category that is prohibited.

A list of prohibited product or service categories ("Red Flag List") will be provided by the Tournament Organizer and may be updated from time to time. Players are prohibited from endorsing or having any other commercial association with any of the products and services in the categories on the Red Flag List and may not include any of these products or services in any streaming of PUBG MOBILE or on any apparel worn during any LAN Event or any Online Event that is streamed.

5.2. Initial Red Flag List

The initial Red Flag List, which may be updated from time to time, includes: **drugs and drug paraphernalia, e-cigarette, vape and vape juice, tobacco products, gambling, cryptocurrency and blockchain tech trading platform, casinos, alcohol, pornography, any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming, political party or committee officially registered with local country elections commission**; any product or service prohibited by applicable law, any competitor of Tencent or its affiliates, any games that are not published by Tencent or its affiliates, and any esports leagues, tournaments or events, other than the PMNC .

5.3. Decisions Relating to the Red Flag List

Proxima or the Tournament Organizer may, in its sole judgment, reject or terminate a player's right to display an advertisement or sponsorship in any of the

categories on the Red Flag List on or adjacent to any stream of PUBG MOBILE or on any camera-visible apparel worn during any Online Event or LAN Event.

5.4. Multiple Teams with Same Sponsorships

5.4.1. Limit on Identical Naming Rights/Logo Appearances:

A maximum of two teams can have identical naming rights or logo appearances.

5.4.2. Sponsor Logo Appearance:

There are no restrictions on sponsor logo appearances, providing teams with flexibility in this regard.

5.4.3. Sponsorship Restrictions:

The sponsorship of a team cannot come from any esports team that is competing in PMNC. Teams must ensure that their sponsors are independent of other competing teams to maintain fair competition.

5.5. Unauthorized Use of Trademarks

Nothing in these General Rules or the Competition-Specific Rules grants, by implication, waiver, estoppel, or otherwise, to a Team Member any right or license to use the name PUBG MOBILE, or any other trademark, trade name, or logo owned by or licensed to Proxima or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to Proxima or its affiliates is prohibited and a breach of these General Rules. A Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Proxima, the Tournament Organizer or any of their respective affiliates.

5.6. Official Competition Sponsors

If requested by the Tournament Operator, players must wear jackets, jerseys, hats, and warm-ups that feature the Official Competition sponsors in all Online Events that are streamed and at all LAN Events.

6. Code of Conduct

6.1. General Conduct

- 6.1.1. **High Standards for Professionals.** All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Organizer, the media, sponsors and fans.
- 6.1.2. **Competitive Integrity.** All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.
- 6.1.3. **Sanctions.** A violation of these General Rules or the applicable Competition-Specific Rules will result in disciplinary actions and sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below.

6.2. Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

- 6.2.1. **Collusion.** Any form of collusion by any Team Members is prohibited. Examples of collusion are:
 - A. Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
 - B. Pre-arranging to split prize money and/or any other form of compensation, except that a Team may arrange for Owners to divide prizes earned by that Team and pay it to players and others who contributed to the victory.
 - C. Deliberately losing a Tournament Game for compensation, or for any other reason, or soliciting or inducing another player to do so.
- 6.2.2. **Cheating.** Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, hand signals and 3rd party applications (GFX tools),etc., shall be deemed cheating. Players are also required to turn off phone notifications while competing in our tournament. Cheating offenses will result in sanctions as mentioned in clause 6.4.2.

Exploiting offenses will result in sanctions as mentioned in clause 6.4.2.

- 6.2.3. Exploiting.** Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at Tournament Organizer's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE. Exploiting offenses will result in sanctions as mentioned in clause 6.4.2.
- 6.2.4. Ringing.** Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play under another player's account or Gamer Tag, is prohibited.
- 6.2.5. Vulgar or Hateful Speech.** A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to any Official Competition or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications on social media or during any public-facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English, Chinese and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.
- 6.2.6. Violence.** Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or Tournament Official.
- 6.2.7. Drugs and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament

Game. Each Team Member must report any violation of this rule to the Tournament Organizer

6.2.8. Gambling. Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, Official Competitions. Team Members are not allowed to (a) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (b) associate with high volume gamblers, or deliver information to others that might influence their bets.

6.2.9. Studio Interference. At LAN Events, no Team Member may interfere with lights, cameras or other studio equipment.

6.2.10. Unauthorized Communications. At LAN Events, all communication devices other than devices authorized by the Tournament Organizer and Tournament Officials for use at that LAN Event must be removed from the play area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

6.2.11. Identity. At all public-facing Tournaments, a player may not cover his or her face. Hats and dark glasses are not allowed during LAN and Online Event play.

6.2.12. Prohibited Business Activities.

- A.** If a Team Member retires from participation in PUBG MOBILE, the 2024 PMNC, and related Tournaments he or she shall not, for a period beginning on the last day of the PUBG MOBILE National Championship and ending three (3) months thereafter:
 - I.** Register as a professional player for any other esports tournament or competition; or
 - II.** Participate (as an owner, coach, manager, KOL or otherwise) in business activities related to any other video game, esports team or esports tournament or competition.
- B.** While a Team Member is a member of a Team that competes in the PMNC , such Team Member shall not, for a period beginning on the last day of the PMNC and ending three (3) months thereafter, participate (as an owner, coach, manager or otherwise) in business

activities related to any other video game, esports team or esports tournament or competition.

6.2.13. Competitor Game Limitations. From the start of 2024 PMNC until three months after the end of the Tournament, a Team Member is not allowed to live stream and promote for any other competitor game Battle royale and Multiplayer shooting genre (PC Games is excluded) on any live streaming platform including but not limited to livestream, social media post, and join other competitor games showmatch. Failure to follow this prohibition will result in:

- i. 1st Offense: Warning
- ii. 2nd Offense: Prize pool cancellation and banned from participating in Professional Level Tournament. Both penalties may be applied to the accused player / team / organization or a combination of these depending on the severity of the violation.

6.3. Unprofessional Behavior

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

6.3.1. Harassment. Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

6.3.2. Sexual Harassment. Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.3.3. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other

opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.3.4. Negative Statements. Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Organizer, Tournament Official, Proxima or its affiliates, sponsors, or PUBG MOBILE.

6.3.5. Confidentiality. Without the consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Proxima or the Tournament Organizer to the Team Member in relation to any Official Competition. Team Members shall be obligated to keep confidential the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of Proxima and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Proxima or the Tournament Organizer to a Team Member concerning or related to PUBG MOBILE, any Official Competition or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Proxima or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and Proxima or the Tournament Organizer, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.

6.3.6. Illegal Activity. Team Members must comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.

6.3.7. Immoral Activity. A Team Member may not engage in any activity which, in the sole determination of the Tournament Organizer, is unethical, immoral or disgraceful.

- 6.3.8. Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, Tournament Official, the Tournament Organizer or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.
- 6.3.9. Gifts.** No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.
- 6.3.10. Non-Compliance.** No Team Member may refuse to comply with the reasonable instructions or decisions of the Tournament Organizer or the Tournament Officials.
- 6.3.11. Match-Fixing.** No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum sanction in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these General Rules or the applicable Competition-Specific Rules, that Team Member must immediately report this request to the Tournament Organizer.
- 6.3.12. Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. A Team Member violates these General Rules if he or she knowingly provides false or inaccurate information to the Tournament Organizer. A Team may be subject to sanctions if the documentation is not submitted by the deadline specified by the Tournament Organizer or not completed to the standards set by the Tournament Organizer.
- 6.3.13. Term of Use.** Any conduct that (i) violates the Terms of Use for PUBG MOBILE; (ii) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; or (iii) interferes with use of PUBG MOBILE by others is prohibited and a violation of these Competition Rules.
- 6.3.14. Negative Behavior or Hand Gesture.** During Match Game or LIVE on PMNC are strictly prohibited to show any negative behavior or hand gesture. Based on severity, the penalty would be more serious like player suspension/etc.

1st Time offense : Official Warning for the Team

Second or repeat offense : Deduction from the Prizepool

- 6.3.15. Rejection of Interview :** Teams are mandatory to participate in any media interviews arranged by the Tournament Organizer. Otherwise, penalties will be imposed as below.

1st time offense : Official warning for the Team

2nd Time and later offense : 3 points will be forfeited based on the Tournament Stage. Example, if a player is found offense during Group Stage, Team will forfeit 3 Points from the Group Stage Points.

During Finals, for the 2nd time and later offense will be 3 points forfeited.

- 6.3.16. Drop Outs and Refusals to Participate.** If a Team Member or Team registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Organizer, drop out or refuse to participate in any Tournament Game or other related event held during the applicable Season. An unexcused absence from a Tournament Game after the registration process is complete may result in disciplinary actions and sanctions, as provided in Section 6.4 below.

6.4. Disciplinary Action and Sanctions

- 6.4.1. Investigations by the Tournament Organizer.** The Tournament Organizer will have the right to monitor compliance with these General Rules and the applicable Competition-Specific Rules and investigate possible breaches. By agreeing to these General Rules, each Team Member agrees to cooperate with the Tournament Organizer in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these General Rules, the applicable Competition-Specific Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the

Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

6.4.2. Sanctions. If the Tournament Organizer determines that a Team Member or a Team has committed a violations of these General Rules or the Registration Requirements, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions:

- (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 or esports properties owned or controlled by Proxima or its affiliates. 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 these General Rules or the Registration Requirements.

6.4.3. Repeated Infractions. Repeated infractions are subject to escalating sanctions, up to and including disqualification from participation in Official Competitions.

6.4.4. Interim Determinations. In certain situations, the Tournament Organizer may impose sanctions or disciplinary action (such as a temporary ban or suspension) after an initial investigation and before a full investigation is complete if (a) the violation involves allegations of criminal activity or serious misconduct, or (b) a sanction or disciplinary action is required to stop the Team or Team Member from continuing the allegedly harmful actions or conduct. Interim or temporary sanctions or disciplinary actions imposed by the Tournament Organizer may be reversed or made permanent by the Tournament Organizer after additional facts are received or the investigation is complete.

6.4.5. Final Determinations. Unless expressly stated otherwise, offenses and violations of these General Rules and the applicable Competition-Specific Rules are subject to sanctions and disciplinary actions, whether or not they were committed

intentionally. Attempts to commit such offenses or violations (or solicit or induce another person or entity to do so) are also subject to sanctions and disciplinary action. The Tournament Organizer's determination as to (a) whether a particular offense or violation of the General Rules or the applicable Competition-Specific Rules has occurred, and (b) the appropriate sanctions or disciplinary actions (or combination of sanctions and disciplinary actions) for such offense or violation, will be final and binding in each instance.

7. Use of Names and Likenesses

7.1. Grant of Rights by Team Members

Each Team Member hereby grants Tencent, Proxima, the Tournament Organizer and their respective affiliates permission to live-stream, broadcast or record his or her play of PUBG MOBILE at any Tournament or part thereof. Each Team Member hereby further grants to Proxima and the Tournament Organizer a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store and otherwise use and display his or her full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (a) the broadcast or streaming of any coverage of all or any part of a Tournament; (b) the marketing and promotion of any Official Competition or any Tournament or part thereof; and (c) the marketing and promotion of PUBG MOBILE.

7.2. Ownership of PUBG MOBILE Streams and Broadcasts

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 Proxima or its licensors. 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.

7.3. Feedback

A Team Member may from time to time provide suggestions, comments or other feedback ("Feedback") to Proxima or the Tournament Organizer with respect to the operation of, or improvements for, an Official Competition, a

Tournament or PUBG MOBILE. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Proxima or the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Proxima, Proxima shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise.

8. Limitations of Liability

8.1. No Punitive Damages

To the maximum extent permitted by applicable law, neither Proxima, the Tournament Organizer nor any of their respective affiliates or licensors (collectively, the “Proxima Parties”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these General Rules, any Competition-Specific Rules, the Registration Requirements, Official Competitions, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE, even if a Proxima Party is at fault and even if a Proxima Party is aware of the possibility of such damages.

8.2. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the Proxima Parties arising out of or in connection with these General Rules, any Competition-Specific Rules the Registration Requirements, Official Competitions, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed US\$ 500. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Proxima neither assumes, nor authorizes the Tournament Organizer or any other person or entity to assume on Proxima’s behalf, any liabilities in addition to those liabilities expressly set forth in this Section 8.2.

9. Dispute Resolution

9.1. Governing Law

These General Rules and any Competition-Specific Rules will be governed by the laws of Hong Kong, SAR, without reference to its laws relating to conflicts of law.

9.2. Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, Official Competition scheduling and staging, and disciplinary action for misconduct lie solely with the Tournament Organizer or, at the option of the Tournament Organizer, with Tournament Officials. The decisions of the Tournament Organizer and/or the Tournament Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

9.3. Arbitration

Any dispute, controversy, or claim arising in any way out of or in connection with these General Rules or any Competition-Specific Rules will be referred to and finally resolved by binding arbitration administered by the Hong Kong International Arbitration Centre under the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force when the notice of arbitration is submitted (“Arbitration Rules”) in Hong Kong. The arbitration tribunal will consist of one arbitrator to be appointed in accordance with the Arbitration Rules. The seat of arbitration will be Hong Kong and the arbitration will be conducted in English. The arbitration tribunal will have no authority to award damages excluded by these General Rules in Section 8. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

9.4. Remedies

Notwithstanding the foregoing, Proxima or the Tournament Organizer shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by Proxima or the Tournament Organizer of any of the provisions of these General Rules or the applicable Competition-Specific Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain Proxima or the Tournament Organizer from operating any Official Competition event, conducting any Tournament or distributing any streams or other audiovisual content. Neither Tencent nor any of its affiliates or group companies has any

fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these General Rules, any Competition-Specific Rules and the Registration Requirements to any property of Tencent or any of its affiliates or group companies.

10. Communication with Proxima Beta Pte. Limited and Tournament Organizer

10.1. Prompt Communication

There may be circumstances where prompt communication between the Team Member and the Tournament Organizer, a Tournament Official or Proxima is required, including, for example, in circumstances where the location of a particular game or event must be moved at the last minute and circumstances involving the health or safety of players, fans or others. Accordingly, each Team Member agrees to respond to any request from Proxima, Tournament Organizer or a Tournament Official which solicits information or a response from such Team Member (whether such request is sent via phone call, text message, voice mail, email, Discord, WeChat or any other medium of communication for which a Team Member has provided contact information to Tournament Organizer or Proxima) (“Official Requests”) in accordance with the terms set forth in this Section 10 of the General Terms.

10.2. Official Requests via Registered 2024 PMNC Email

Team Members shall respond to any Official Requests sent from any email address of Proxima or Tournament Organizer within one business day of receiving such Official Request.

10.3. Urgent Official Requests

Notwithstanding Section 10.2 above, if a Team Member receives three Official Requests regarding a particular matter via at least three different mediums of communication within a four hour period, such Team Member must respond to at least one such Official Request within twelve hours of receiving the last (i.e. the third) of such Official Requests.

10.4. Deemed Receipt of Official Request

Any Official Request sent via email, text message, voice mail, Discord or WeChat will be deemed to have been “received” by a Team Member one hour

after the time it is sent (as recorded on the device from which it was sent). Any Official Request that Proxima, Tournament Organizer or a Tournament Official provides (or attempts to provide) via phone call will be deemed to have been “received” by a Team Member thirty minutes after the time such phone call is made (as recorded on the device from which it was made) whether or not such phone call is answered by the applicable Team Member at such time.

10.5. Failure to Respond to an Official Request

A Team Member’s failure to respond in a timely manner to an Official Request received in accordance with this Section 10 will be deemed a violation of these General Rules and a waiver or forfeiture of any rights or benefits the Team Member may have related to the matter or issue described in such Official Request. Proxima or Tournament Organizer may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of those disciplinary actions outlined in Section 6.4. All decisions in regard to violations of this Section 10 are at the sole discretion of Proxima and Tournament Organizer.

A Team must provide all appropriate information within six (6) months of the Tournament Official’s Official Request for prize money payment related information request. If a Team fails to do so, it will be deemed that the Team forfeits the prize money.

11. Interpretation and Construction

11.1. Tournament Organizer’s Right of Interpretation

Any matters relating to an Official Competition or PUBG MOBILE that are not covered by these General Rules, any Competition-Specific Rules or the Registration Requirements shall be subject to an interpretation made by the Tournament Organizer and provided to the Teams from time to time in the form of an update to, or interpretation of, these General Rules, any Competition-Specific Rules or the Registration Requirements. All decisions made by the Tournament Organizer and Tournament Officials regarding interpretations of these General Rules, the Competition-Specific Rules or the Registration Requirements are final and binding.

11.2. Patch Update Clause

PMNC Officials and the Organizer reserves the right to update the rules between the PMNC Seasons.

11.3. Additional Terms

Players may be required to accept additional terms from the Tournament Organizer in order to participate in Tournaments. Play of PUBG MOBILE is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player's Region. Proxima reserves the right to change or update these General Rules, any Competition-Specific Rules or the Registration Requirements at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

11.4. Business Judgment

Whenever these General Rules, any Competition-Specific Rules or the Registration Requirements grant, confer or reserve to Proxima or the Tournament Organizer the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Proxima and the Tournament Organizer will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Proxima and the Tournament Organizer and the short and long term interests of the Official Competitions, PUBG MOBILE and the businesses and activities of the affiliates and group companies of Proxima and the Tournament Organizer. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Proxima, the Tournament Organizer or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these General Rules, any Competition-Specific Rules or the Registration Requirements.

11.5. Language

These General Rules have been written in the English language. In recognition of the fact that the Official Competitions are global in nature, Proxima will endeavor to provide translations of these General Rules into other languages in the Regions. In the event of a conflict in interpretation between the English version and such translation, the English version shall control.

11.6. Conflicts

In the event of a conflict in interpretation between these General Rules and the Registration Requirements, these General Rules shall control. In the event of a conflict in interpretation between these General Rules and any Competition-Specific Rules, the provisions that are most protective of Proxima (as determined by Proxima) will control. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of Proxima (as determined by Proxima) will control.

APPENDIX 1 - GLOSSARY OF TERMS

“Arbitration Rules” means the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force at the time a notice of arbitration is submitted under Section 9.3.

“Competition-Specific Rules” means rules that apply to one specific Official Competition and not to others, and any updates, amendments or supplements to the foregoing.

“Feedback” means suggestions, comments or other feedback.

“FPP” means the “First Person Perspective” game mode of PUBG Mobile.

“Gamer Tag” means a Team Member’s gamer tag or in-game nickname.

“LAN Event” means any live, in-person Tournament that is held in a physical location.

“Media Event” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by Proxima or the Tournament Organizer in connection with the marketing and promotion of the Official Competition and/or PUBG MOBILE.

“Online Event” means (1) any online Tournament, including any online qualifiers, that are part of an Official Competition, and (2) any Tournament that is ordinarily held live and in-person but that has been moved online due to health and safety concerns or the requirements of a governmental authority.

“Owners” means any individual or group registered as an owner of a Team during its registration for the Official Competition.

“Official Competition” means an official competition that features play of PUBG MOBILE at an elite level that has been designated as an Official Competition by Proxima, including the PUBG MOBILE National/Regional Championship, PUBG MOBILE Pro League, PUBG MOBILE World Invitational, and PUBG MOBILE Global Championship.

“PMNC Officials” means the PUBG MOBILE representative.

“PUBG MOBILE” means the mobile game *“PlayerUnknown’s Battlegrounds Mobile.”*

“Red Flag List” means the list of prohibited product or service categories.

“Registration Requirements” means the registration procedures, requirements and rules that are displayed on the PUBG MOBILE website at the time of registration, including any updates, amendments or supplements thereto.

“Regular Season Matches” means Tournaments played during the Regular Season.

“Seasons” means the period starting with the first official game of an Official Competition and ending with the final game of the Official Competition.

“Starter” means the four players in a Team’s starting lineup.

“Substitute” means up to one substitute player on a Team’s roster.

“Team” has the meaning specified in the Background and Purpose section above and includes the four to six-person squad that participates in the Official Competition.

“Team Captain” means the player for a Team that is designated as captain when completing the online Registration Requirements.

“Team Members” means each Team’s players, managers, coaches, and Owners.

“Proxima Beta Pte. Limited (“Proxima”) Parties” means Tencent Mobile International Ltd., the Tournament Organizer or any of their respective affiliates or licensors.

“Tournament” means any tournament, match, game or event that is part of an Official Competition

“Tournament Game” means an instance of competition of PUBG MOBILE that is played until all but one participating Team is eliminated or disqualified.

“Tournament Organizer” means [Event Organizer], means any third-party tournament organizer designated by Proxima to operate a Tournament.

“TPP” means the “Third Person Perspective” game mode of PUBG Mobile.

“Transfer Period” has the meaning specified in Section 3.3.

* * *

APPENDIX 2 - LATE ARRIVAL NOTICE

LATE ARRIVAL NOTICE

In line with the principle of fair competition, the Tournament Organizer hereby makes the following statement:

This explanation of the rules and penalties for the players that do not comply with the schedule set by the Tournament Organizer.

Late Arrival Punishment

Participants are required to comply with the following rules on each match day:

Participants must be present during the check-in period in the Discord server created by the 2024 PMNC committee during the Check In time and be responsive until the end of the official Tournament Match for that day.

Except in special circumstances, and with the permission of the Tournament Organizer, penalties will be obtained, as follows:

In the case the players were not in the room/channel before the start of the Test match:

- I. If the players were not in the room/channel before the start of the Test match, for the second time or more, the player will be disqualified from the first game of the day.
- II. If, after the match the player still has not yet presented themselves, the player will be disqualified for the corresponding match according to the actual situation.
- III. If the player(s) of a team did not check-in or enter the official Tournament Game Lobby in the specified time frame, the Team will not get any point for their punctuality score for that designated timeframe .

TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM

Instructions: The PUBG Mobile National Championship Competition Rules, including any updates, amendments or supplements thereto (“**Competition Rules**”), govern the conduct of players, coaches, and managers of each team in the PUBG MOBILE National Championship (“**PMNC**”). In order to participate in the PMNC, all players, coaches, managers and other participants in the PMNC (“**Team Members**”) must accept the Competition Rules. By completing and signing this Team Member Certificate and Acceptance Form (“**Team Member Form**”), the Team Member listed below (“**you**”) agrees to follow and comply with the Competition Rules. If you fail or refuse to sign this Team Member Form, then you will not be permitted to participate in the PMNC.

Team Member Information:		
First Name:	Last Name:	
Email Address (used on your PUBG Mobile Account):	Date of Birth:	Age:
Citizenship:	Reserved for Proxima Beta Pte. Limited Use:	

For patronymic surnames, (example: Ali bin Abdullah) the first name is “Ali bin” and last name is “Abdullah”.

For normal surnames, (example: Foo Mei Yin), the first name is “Mei Yin” and last name is “Foo”.

Acceptance of the Competition Rules:
<p>You hereby acknowledge receipt of, or access to, the Competition Rules. You understand that your compliance with the Competition Rules is a condition of your participation as a player, coach, or manager of a team in the PMNC. You acknowledge that Tencent, (“Proxima Beta Pte. Limited ("Proxima") and its affiliates and subcontractors (including any third-party tournament organizer designated or retained by Tencent, (“Proxima Beta Pte. Limited ("Proxima"). to operate a PMNC Event (the “Tournament Organizer”) reserves the right in their sole discretion to impose discipline for any conduct that violates the Competition Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. You acknowledge that the Competition Rules are necessary to ensure fair play, preserve the integrity of all pre-Season, regular-Season, and post-Season games, matches and tournaments and all other Tencent, (“Proxima Beta Pte. Limited ("Proxima")-organized promotional events, marketing events, streaming sessions, sponsor events, photo shoots, press conferences and interviews, charitable events, webcasts and chats, media events, opening and closing ceremonies, awards ceremonies and other calendar items in the PMNC schedule (“PMNC Events”), to protect the image of the PMNC, and to ensure a consistent and high quality experience for members of the public that attend PMNC Events. You have carefully read and you understand the Competition Rules, and agree to be bound by their terms. You understand and support the standards set forth in the Competition Rules, and you will act in accordance with them.</p>

Acceptance of Other Legal Terms:

You hereby accept and agree to be bound by, any legal terms and conditions that relate to the 2024 PMNC Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where the 2024 PMNC Event takes place or otherwise legally binding on people who attend the 2024 PMNC. You further agree that you shall be legally responsible for any violation of any such terms and conditions that you commit.

License to Use Name and Likeness:

Without in any way limiting the licenses granted by you pursuant to Section 7 (Use of Names and Likenesses) of the Competition Rules, you hereby grant Proxima Beta Pte. Limited ("**Proxima**"), the Tournament Organizer, and their respective affiliates (A) permission to live-stream, broadcast or record your play of PUBG Mobile at any Tournament or part thereof, and (B) a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display your full name, GamerTag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (i) the broadcast or streaming of any coverage of all or any part of a Tournament; (ii) the marketing and promotion of the Proxima Beta Pte. Limited ("**Proxima**") or any Tournament or part thereof; and (iii) the marketing and promotion of PUBG Mobile.

Limitations of Liability:

WITHOUT IN ANY WAY LIMITING THE PROVISIONS IN SECTION 8 (LIMITATIONS OF LIABILITY) OF THE COMPETITION RULES, YOU AGREE THAT THE LIABILITY OF **PROXIMA BETA PTE. LIMITED ("PROXIMA")**, TOURNAMENT ORGANIZER, KRAFTON, INC. (FORMERLY BLUEHOLE) AND THEIR RESPECTIVE OFFICERS, DIRECTORS, AGENTS OR EMPLOYEES (THE FOREGOING, COLLECTIVELY, THE **PROXIMA BETA PTE. LIMITED ("PROXIMA"), GROUP**) TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS SHALL BE LIMITED TO YOUR DIRECT DAMAGES IN AN AMOUNT NOT TO EXCEED [US \$500.00], AND THIS SHALL BE YOUR ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT ANY MEMBER OF THE TENCENT MOBILE INTERNATIONAL LTD. GROUP WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION. YOU FURTHER AGREE TO THE OTHER DISCLAIMERS AND LIMITATIONS OF LIABILITY IN SECTION 8 OF THE COMPETITION RULES. TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, YOU ACKNOWLEDGE THAT YOU ARE AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH ESPORTS COMPETITIONS AND PLAY OF THE GAME AT THE PROFESSIONAL LEVEL AND YOU FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS AND THE POSSIBILITY OF PERSONAL

INJURY, DEATH, PROPERTY DAMAGE OR LOSS RESULTING FROM YOUR PARTICIPATION IN SUCH ACTIVITIES.

No Employment Relationship with Tencent, (Proxima Beta PTE, Limited ("Proxima"))

You hereby acknowledge and agree that by adopting and enforcing these Competition Rules, no employment relationship is intended by or created between Proxima Beta Pte. Limited ("**Proxima**") or Tournament Organizer and yourself, and nothing in the Competition Rules may be construed or reasonably relied upon as evidence that Proxima Beta Pte. Limited ("**Proxima**") or the Tournament Organizer is your employer or a joint-employer and/or co-employer. The relationship contemplated between Proxima Beta Pte. Limited ("**Proxima**") and/or Tournament Organizer and your team ("**Team**") is that of an independent contractor. You acknowledge and agree that you are employed solely by your Team, and not by Proxima Beta Pte. Limited ("**Proxima**") or Tournament Organizer.

Other Terms and Conditions:

This Team Member Form shall be governed by the laws of [Hong Kong, SAR] without regard to choice of law principles. This Team Member Form shall be effective and binding upon your heirs, next of kin, executors, administrators, permitted assigns and representatives. You agree that you may not assign, delegate or otherwise transfer this Team Member Form. Any dispute with or claim against Proxima Beta Pte. Limited ("**Proxima**") or any other member of the Proxima Beta Pte. Limited ("**Proxima**") Group arising out of or based on this Team Member Form or your participation in the PMNC shall be governed by Section 9 (Dispute Resolution) of the Competition Rules. Except as provided in the Competition Rules, if any provision of this Team Member Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Team Member Form you are not relying on any oral or written statements or representations made by any person or entity with respect to the PMNC. This Team Member Form is in addition to, and not in lieu of, the Competition Rules and may not be amended except by a written amendment signed by an authorized representative of Proxima Beta Pte. Limited ("**Proxima**") In the event of a conflict between the Competition Rules and this Team Member Form, the Competition Rules shall govern and control.

Signature of Team Member:

Date Signed:

ANTI-CHEAT GUIDE

In order to ensure fair play in this tournament, players are expected to follow this appendix guide in setting up the anti-cheat app on their phone.

Downloading the App

1. iOS: search for GameAC Tool at the Apps store
Android: download [here](#) or scan QR Code below



Setting Up and Using Game Anti-Cheat Application

1. Read through the Terms and Conditions, App Policy and the relevant agreements for the App before agreeing to it.
2. Allow GAC access to the permissions requested.
3. Select the current residing country and Date of Birth.
4. Each player will need to log in using the credentials provided by the Organizer.
5. Once logged in, press Start and upload a selfie.
6. Once the selfie is approved, the application will then redirect to PUBGM, which will then start. Players will need to join the Tournament Match Lobby by entering the necessary Room ID and password.
7. Once the Tournament Match ends, open back GAC and press Stop. Take another selfie.
8. Upload the photos.

Notes: Players will need to Start Competition and Upload the data for every match. Failure to do so will result in disqualification.

Game Anti Cheat should not have any performance issue, however players may experience frame rate drop if they are using the screen recording function together with Game Anti-Cheat application.

PLAYER ACKNOWLEDGEMENT OF 2024 PMNC HANDBOOK

Team Name	
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Acknowledgement Notice
<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 2024 PMNC Documents, which includes, but are not limited to:</p> <p>2024 PMNC Handbook This team will participate in 2024 PMNC 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>

	Name and Signature	Date of Signature
Team Owner		
Team Manager		
Team Captain		
Coach(Optional)		

NOTICE OF WAIVER FOR PMNC

Instructions: Before the end of 2024 PMNC schedule, if any player needs to waive the tournament due to personal reasons, he/she needs to apply for waiver notice . Please inform the Tournament Organizer 24 hours in advance and sign this document before withdrawing. Players can only quit with the PMNC Official's permission.

Applicant Information:	
First Name:	Last Name:
Gamer Tag:	Team Name:
Date of Application:	Reserved for Tencent, ("Proxima Beta Pte. Limited ("Proxima") Use:

Required Information for Waiver:
If the player fails to submit the waiver application and the player's management/referee fails to contact the player within 24 hours, the tournament organizer will automatically consider the player to quit.
If the player quit the tournament without notice, it will be regarded as a waiver of the team as a whole, and other players of the team will not participate in subsequent 2024 PMNC Tournament Games. The team score for this case will be cleared.

Waiver Consequences for Team and Applicant:
The following scenario will happen to the team and applicant following waiver approval:
a. If only 1 player quits in the team, the team can continue the competition with the rest 3 players
b. If at least 2 players quit the team, the team will be disqualified. The team will retain the score before the disqualification;
The player who quits the competition will not obtain any award from 2024 PMNC The Tournament Organizer reserves the right to reclaim all awards and honors, including prizes.

By signing the notice, the applicant acknowledges that he/she has read, understood and agreed to all the terms stated.

Applicant Signature:
Date Signed:

