



These are the rules for the PUBG esports EMEA event: "Rotation: Summer Edition"

We make every effort to ensure the rules are complete and up to date. Additions, exceptions and modifications may apply. The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. If you have any questions about the rules, please write a support ticket.

Only a team which participated in a match can complain about the results in any way. All rules are subject to change without notification.

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1. Global Rules

1.1. Definition and purpose

“Rotation: Summer Edition” is a PUBG esports event consisting of two open qualifier stages (EU and MEA), a playoff stage, and grand finals. The event is organized by the Being X GmbH in close cooperation with Krafton.

1.2. General

BEING ESPORTS is used as a term for the administration team representing the Being X GmbH. The Being Esports tournament administration has the right to decide outside or even against this rulebook in special cases to guarantee fair play.

By participating in “Rotation: Summer Edition” the player confirms that they are beyond the age limit enacted by law in their country of residence for PUBG: Battlegrounds.

1.3. Code of Conduct

By registering and taking part in a BEING ESPORTS event each participant agrees to follow and adhere to the code of conduct below.

Every participant must behave with respect towards the representatives of BEING ESPORTS, press, viewers, partners, and other players. The participants are requested to represent esports in general, BEING ESPORTS and all sponsors of the event honorably. This applies to behavior in-game and in chats, support tickets, messengers, comments, and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would like to be treated
- Integrity: be honest, be committed, play fair
- Respect: show respect to all other humans, including teammates, competitors, and event staff
- Courage: be courageous in competition and in standing up for what is right

Participants must not engage in harassment of any form. This includes, but is not limited to

- Offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, nationality or religion
- Stalking or intimidation (physically or online)
- Spamming, raiding, hijacking, or inciting disruption of streams or social media
- Posting or threatening to post other people’s personally identifying information (“doxing”).

- Unwelcome sexual attention (this includes unwelcome sexualized comments, jokes, and sexual advances)
- Advocating for, or encouraging any of the above behavior

Violation of this Code of Conduct will result in warnings. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future BEING ESPORTS events.

1.3.1 Insults and offensive behavior

All insults that happen during a BEING ESPORTS match or on the BEING ESPORTS platform, may be punished. This includes but is not limited to in-game chat of the corresponding game, guestbooks, forums, chat services, support tickets, match- or news comments, BEING ESPORTS messages, match chat, Discord, game IDs. Insults that happen on external messengers and not directly towards BEING ESPORTS are not considered.

Severe incidents including, but not limited to the following points, may be punished immediately:

- Extremist statements
- Threat of violence
- Sexual harassment
- Stalking
- Severe insults
- Pornographic linking's

The right to appeal is only with the injured.

Any case of insults against BEING ESPORTS team members will be harshly punished. If a player is not able to control his or her temper this will be deemed as unprofessional conduct and can lead to punishment up to disqualification. This also includes trolling, sarcastic comments or similar disrespectful communication.

Please be aware that cases of disrespectful conduct against the league administration will be punished strictly and harshly to maintain the competitive integrity of the event.

1.3.2 Spamming

The excessive posting of futile, annoying or offensive contributions within BEING ESPORTS events or channels is considered as spamming. Spamming on the website (support- and protest pages, Discord, etc.) is penalized. This includes channels which are included in the even's presentation but are not proprietary to BEING ESPORTS.

1.4 Internal Texts

All texts written in protests, on Discord, or written by the administrators or members of the BEING ESPORTS administration to a player, cannot be published without the permission of BEING ESPORTS.

1.5 Language

The official language of "Rotation: Summer Edition" is English. All players should be able to communicate in English and do so.

2. Fraud/ deception

2.1 Deception

The attempt to deceive administrators or other players with wrong or fake statements, information or data will not be tolerated and result in punishment, which is decided on a case-to-case basis and can result in immediate disqualification and bans from future BEING ESPORTS events.

2.2 Cheating

All forms of cheating in the "Rotation: Summer Edition" matches are forbidden and will be penalized by BEING ESPORTS administration. Players found cheating outside of BEING ESPORTS events may be barraged on BEING ESPORTS events depending on the evidence available. Note, we do not accept publicly submitted demo or screenshot evidence in these cases. Should it become known to the BEING ESPORTS administrators that any form of cheating was used to the advantage of a player or a team during a "Rotation: Summer Edition" match, the BEING ESPORTS administration reserves the right to punish them to the full extent of the rules available. By breaking any rule, a player risks being barraged or completely excluded from the "Rotation: Summer Edition" and future events. This can also include their team.

Contributing to the distribution of cheats in any way is not allowed on BEING ESPORTS events and platforms. This includes but is not limited to referring to the name, website or logo of cheats anywhere on BEING ESPORTS platforms, such as player profiles, team profiles, Discord, etc.

Violating this rule will be punished from a warning up to exclusion from BEING ESPORTS events.

2.3 Competition manipulation and bribery

Bribing or attempting to bribe a referee or organizer or trying to manipulate the competition is forbidden.

2.4 Second and subsequent offenses

For second and subsequent offenses, participants should expect far harsher sanctions including a ban from all future BEING ESPORTS events.

3 Accounts

3.1 Player Eligibility

“Rotation: Summer Edition” is administered via the platform Challengermode.com. All players participating in PUBG: Battlegrounds (henceforth PUBG) competitions organized or administrated by BEING ESPORTS must create an account on Challengermode and enter + verify their PUBG game ID on their player account on the Challengermode website. The game account is needed to invite players into a custom match and to check if the correct player is playing. To participate in “Rotation: Summer Edition”, you must meet the following requirements:

You must be a registered player in the respective tournament on the challengermode.com website. By registering you confirm that you are 18 years or older and acknowledge our data policy. You must have an active PUBG account in good standing and link it to your profile.

All team captains must join the [BEING ESPORTS Discord server](#). You must join the BEING ESPORTS Discord server and choose the role of a player or a team captain when qualified for the Phase 1. Your name on the discord server must be the same as the PUBG_ID entered on the homepage. And follow this scheme:

TEAMNAME (or Team Short Handle).PLAYERNAME

In order to verify your age, place of birth and/or current residence we might request a proof of your identity by an official document. These proofs are done in not-recorded video sessions by a BEING ESPORTS administrator. No data from official documents will be photographed, filmed or saved in any other way.

3.1.1 Multi accounts

Each player on the Challengermode website-platform must only have one account! If a player loses access to their Challengermode.com they are required to contact Challengermode directly in order to retrieve their account. BEING ESPORTS will not offer support regarding the status of Challengermode accounts.

Having multiple accounts or sharing the account will result in punishment up to exclusion from all BEING ESPORTS events.

3.1.2 Nicknames, Team Names and URL Aliases

Nickname changes during an ongoing event are generally not allowed. Exceptions can be made on behalf of the BEING ESPORTS admin team on a case-to-case basis. To open such a case, please open a support ticket on the BEING ESPORTS discord. Please keep in mind that there is no right to change the nickname during a competition. If a player joins a match using a not matching PUBG_ID, an admin might exclude him/her from the game and the respective tournament day. Abusing nickname changes can also lead to disqualification.

Nicknames/aliases and team names are forbidden if they:

- are protected by third-party rights and the user has no written permission
- resemble or if they are identical to a brand or trademark, no matter whether it has been registered or not
- are against moral- and sportsmanship standards
- are against forms of etiquette
- are against the law / are restricted by law
- Contain names, text, or homages to other games than PUBG
- resemble or if they are identical to a real person other than themselves
- resemble or are identical to that of another team or widely known team, clan or organization
- are nonsense

We reserve the right to force changes, exclude and/or request editing nicknames and/or URL aliases, if they fail to comply with the requirements described above.

If a nickname or team name has been wrongly seized, please file a support ticket with proof of ownership of the name.

For the group stage all players of a team must share the same team-/ clan-tag in front of their nickname within their PUBG ID and has to be identical to the TAG set forth in the teamsheet of the respective team. This tag is not allowed to be longer than 5 characters.

Sponsor names as tags behind the player names or team names are allowed but need to be approved on a case-to-case basis by the BEING ESPORTS administration team. Furthermore, the sponsor may not be active in the fields of practice set forth in 3.2.4 of this ruleset. They need to be clearly separated from the name (e.g. by a dot). To request a name with a respective sponsor added as tag you have to use a support ticket.

3.1.3 Account sharing

Each Challengermode account (on the challengermode.com website) is strictly personal and limited to the use of one person only.

The original registrant must always be the final user of the account, which cannot be lent or transferred in any case. This will be considered as account sharing or multi accounting and pursued according to this ruleset.

3.2 Signups

Sign-ups will be closed latest 24 hours before the first day of qualifiers starts, If your team has not signed up before the sign-up phase ends, you will be unable to participate. Your team will furthermore be required to check-in before the start of the qualifiers. The check-in period will end one hour before the start of the first qualifier map.

In order to participate in Phase 1 each team has to fill out a team sheet with all required information. This team sheet will in no case be made public nor will the data be shared to third parties without consent.

By participating every player agrees to have his/her nickname changed when entering Phase 1 adding the team-uniform tag that is also registered in the respective team sheet in front of his/her name.

3.3 Teams

Only registered team members are allowed to play for a team. Playing in any matches with a ringer/fake account user is prohibited and will result in punishment on a case-to-case basis ranging from exclusion of the tournament up to bans from future events.

A team's logo must represent the team and have some reference to the team's name or to the team's short handle. Copyrighted logos, or logos which go against etiquette and good manners will be declined.

3.3.1 Changing team names

A team can change its name at any time when not playing in a running competition. This also applies when a team is restructured. During a competition the team is not allowed to change its name.

Changing a team's name in order to fool other teams is forbidden. Extremely long names, or consistent changing of team names is prohibited and can be punished. Team names can be changed by opening a support case to contact a BEING ESPORTS admin. The admin may refuse the name change temporarily (e.g. when it is to be changed in an ongoing tournament or if it has been changed too often in a short amount of time).

3.3.2 Team nationality

A player's home region is the region with the country that they hold a valid passport/ID from (meaning they are a citizen of this country), according to the regional distribution. If the player holds passports from more than one region - they will be counted as representative of the region that they participated in during the first match of the tournament. This decision will be final during the whole tournament.

For the team, the home region is determined by the majority of the players registered in the roster. If the team has the same number of region representatives in the roster (2+2), they can choose what region they are going to play for, and will no longer be able to participate in another regional qualification. A team is only allowed to take part in the

qualifiers for their respective home region which is determined by the teams' players' citizenship.

A minimum of two players from the lineup present in the team match must have their home country in the region they are registered as participants. Example: 2 out of 4 players in a team need to be from the Europe countries if the team is registered to the Europe qualifiers. If two players are from one region and the other two players are from another region, the team can choose which region to represent by registering to the respective regional qualifier. Example: 2 players in a team are from Europe countries, and 2 players in the same team are from MEA countries. The team can choose to register for either Europe or MEA qualifiers and this will determine the team's region at the tournament.

3.3.3 Players in team

A player may only play for one team during "Rotation: Summer Edition". This also means switching players between teams which actively play during "Rotation: Summer Edition" is not allowed.

There is a maximum of four players in a team. These four players must be registered in the respective team on the challengermode.com website before the check-in into the first matchday of this event. Roster changes during the event will not be allowed.

3.3.4 Coaches in Team

In addition to the four players, there is the possibility of adding a coach. During the individual matches, the coach can stay in the voice chat with 4 players and communicate with the team. For this purpose, video material of the games may be transmitted to the coach.

In emergency cases the coach of a team can act as an emergency substitute for a team. These cases will be decided by BEING ESPORTS on a case-by-case basis. The emergency substitution of a coach can not be requested in the qualifier stage. The coach has to be declared within the team sheet of a team before the start of the first match of the playoff stage (19th of July).

3.3.5 Sponsors/ partnerships

The BEING ESPORTS administration reserves the right to prohibit from partaking in BEING ESPORTS events at any time or remove teams with sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products or who is active in the following fields of practice:

Pornography or pornographic products

Tobacco products or paraphernalia

Firearms, handguns, or ammunition and accessories

Alcohol products or other intoxicants the sale or use of which is regulated by applicable law

Sellers of or marketplaces for virtual items known to be counterfeit or illegal

Gambling websites, sportsbooks and casinos

Any prescription drugs or drugs that are not “over-the-counter” drugs including items such as CBD oils, etc.

Any other video/online/mobile games

Any other video game developer or publisher

Any video game consoles

Any other esports or other video game tournament, league, or event

Political campaigns or political action committees

Cryptocurrencies, or any other unregulated financial instruments or markets

4 Registration

The player- and team-registration is only valid by making use of the registration option on the challengermode.com website. Signing-up for tournaments is only possible during the sign-up phases for the respective tournaments/cups. These sign-up phases can be found and are communicated on the tournament sites and tabs that can be found on the challengermode.com website.

An automatic sign-up is not active.

5 Team ownership

The team belongs to the team captain or to the license holding party put forward in the team sheet of the respective team (team sheets will come to effect with the start of Phase 1). This person can be a representative of an organization or club and does not have to be a player. If no license holding party is declared the team belongs to the natural, individual person of the team captain. In case an artificial person is to become the owner of a team it is either to be entered in the team sheet for Phase 1 of the tournament or a support ticket is to be created and approved by the beingsports.com administration or the Being X GmbH.

In case a team manager is to be added to the team (as non-playing person) a support ticket is to be created by the team captain.

Roster changes during the tournament must be approved by the BEING ESPORTS administration and are not a right of any team or player by default.

6 Participation in prize tournaments

Unless otherwise explicitly permitted, it is not allowed for employees of the Being X GmbH and members of the BEING ESPORTS administration, its subsidiaries or partners, volunteer or contractor staff or employees that are in some way connected to a respective including sponsors, publishers or game developers, to participate in prize winning tournaments or leagues, qualification for prize winning tournaments, leagues or qualifiers.

Prize winning means any tournaments with digital (e.g. codes), physical (e.g. hardware) or monetary prizes.

If in doubt, please contact support.

7 Game version

All players must install the newest version of the game to participate in “Rotation: Summer Edition”. Updates must be installed before the cup starts, so delays will be at a minimum. In case matches are played on different servers or clients than the live server this also applies. Players must take care that they have respective rights to use other clients or servers. If they lack accounts or right, they must create a support ticket at least 48h before the event starts. Otherwise, it is not guaranteed that they may take part in these matches. Punishment will be decided on a case-to-case basis.

8 Technical issues

Teams and players are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played, nevertheless. If the warm-up time in the starting area is exceeded the game goes on, even if the issue is not solved yet. In case of massive problems influencing a significant number of players (10%, rounded to the higher full number), a replay of the map may be called by BEING ESPORTS via the cup's support channels on Discord.

9 Data Privacy Protection

Being X GmbH and all its sites and partners are acting, discussing and broadcasting as journalist medium and therefore not required to inform affected participating persons of the broadcasting or news about their data subject rights priorly. Furthermore, no agreement for using personal subject data for journalist purposes is required.

Every player acknowledges and agrees by registration on the challengermode.com website that player names, -logos, team names and – logos as well as sound- and video recordings in which the player is featured may be used free of charge by the Being X GmbH and its sites and partners for the purposes of advertisement, social-media, and press purposes. The Being X GmbH is thereby entitled to save and use this data without temporary nor local restraints.

By registration on the challengermode.com website the player agrees that his PUBG Game ID will be visible to third parties.

To avoid deception in competitions, with fairness and integrity as very fundamentals or with monetary- and material prizes, the Being X GmbH has a justified interest (DSGVO Erwägungsgrund 47) in saving pseudonymised game accounts up to five years after a deletion by the user.

Every player of a team that successfully qualifies to Phase 1 agrees to forward necessary personal information to the Being X GmbH inside the respective team sheet provided by the Being X GmbH prior to the start of Phase 1. This data will only be used if the player finishes on a prize-winning placement in a cup and will be deleted immediately after delivery of the prize. If the player refuses to forward respective data or fails to deliver it until the start of the league or tournament, the Being X GmbH reserves the right to withhold all prizes or disqualify the player from the league or tournament. The player will in this case not be eligible to claim a prize nor a spot in the respective league for any team. A recourse to legal action is excluded.

10 Disqualification

To keep matchdays as efficient as possible, the BEING ESPORTS administration reserves the right to disqualify teams or players at any time without prior notice.

BEING ESPORTS reserves the right to disqualify teams or players also for upcoming events in order of rule violations.

Usage of Reshade, SweetFX, VibranceGUI, and other 3rd party programs that enhance, add, modify, or remove game appearance, color, or files, is strictly prohibited during all BEING ESPORTS events.

11 Game specific rules

All game specific settings (Maps, point-system, zone settings etc.) will be identical to the current version of the Standard and Universal PUBG Esports Ruleset (SUPER) which can be found [here](#).

12 Regions

Countries that count as Europe:

Albania, Czech Republic, Italy, Montenegro, Slovenia, Andorra, Denmark, Kazakhstan, Netherlands, Spain, Armenia, Estonia, Kyrgyzstan, North Macedonia, Sweden, Austria, Finland, Latvia, Norway, Switzerland, Azerbaijan, France, Liechtenstein, Poland, Tajikistan, Belarus, Germany, Lithuania, Portugal, Turkmenistan, Belgium, Greece, Luxembourg, Romania UK of GB and Northern Ireland, Bosnia and Herzegovina, Georgia, Malta, Russian Federation, Ukraine, Bulgaria, Hungary, Moldova, San Marino, Uzbekistan, Croatia, Iceland, Mongolia, Serbia, Vatican, Cyprus, Ireland, Monaco, Slovakia

Countries that count as Middle East and Africa:

Angola, Côte D'Ivoire, Israel, Namibia, Syria, Afghanistan, Democratic Republic of the Congo, Jordan, Niger, Sudan, Algeria, Djibouti, Kenya, Nigeria, Tanzania, Bahrain, Egypt, Kuwait, Oman, Togo, Benin, Equatorial Guinea, Lebanon, Pakistan, Tunisia, Botswana, Eritrea, Lesotho, Qatar, Türkiye, Burkina Faso, Eswatini (Swaziland), Liberia, Rwanda, UAE, Burundi, Ethiopia, Libya, Sao Tome and Principe, Uganda, Cabo Verde, Gabon, Madagascar, Saudi Arabia, Yemen, Cameroon, Ghana, Malawi, Senegal, Zambia, Central African, Republic Guinea, Mali, Seychelles, Zimbabwe, Chad, Guinea, Bissau, Mauritius, Somalia Comoros, Iran, Morocco, South Africa, Congo, Iraq, Mozambique, South Sudan

13 Details

13.1 Game preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by Being Esports administrators. Make sure all players are eligible to play. In team games, all players must be registered for their corresponding team's roster.

13.2 No show

If a participant team cannot play at the scheduled start time, the team will not get any points for the match. BEING ESPORTS reserves the right to barrage players or whole

teams for violation of this rule with up to bans from BEING ESPORTS events in the future.

A no-show defined as not having enough players to play the first match of the evening (two or less players).

A no-show during the tournament can lead to exclusion from the finals. There is the possibility for exceptional cases. Teams must open a support ticket and forward all necessary information if they know beforehand that they are not able to play with a full roster on a respective match day. This is in NO WAY a guarantee for not being excluded, but it is the only way to apply for an exceptional case.

All no-show cases will be decided on a case-to-case basis, communication, transparency, and earlier breaching of rules can be taken into consideration.

13.3 Number of players

Teams are allowed to play an unlimited number of matches with three players.

13.4 Disconnects

In the case that players disconnect during a match, the team is allowed to continue to play the match at a disadvantage.

13.5 Forfeit

Participants can choose to forfeit a match if they wish. Forfeiting will result in 0 points from that match and possible punishment, forfeiting a match within the first 15 minutes of a match will be considered as no-show.

13.6 Tiebreaker

In the event that two or more Teams have the same number of Total Points, the following rules shall be applied to break the tie.

1. Match point

① The ranking for a match is given based on the match point earned in the match (Placement Points + kill point).

② In the event of a tie after applying rule ①, a team that survived longer in the match will earn a higher ranking.

2. Accumulated point

① The final ranking is given based on the accumulated match points (Placement Points + kill point).

② In the event of a tie after applying rule ①, a team that has the higher accumulated Placement Points excluding accumulated kill points of all matches will earn a higher ranking.

③ In the event of a tie after applying rule ②, a team that has the higher match point (Placement Points + kill point) in the last match will earn a higher ranking.

④ In the event of a tie after applying rule ③, a team that has a higher survival ranking in the last match will earn a higher ranking.

⑤ In the event of a tie after applying rule ④, a team that has higher accumulated damage in the last will earn a higher ranking.

13.7 Protests

If a match was incorrectly reported into our system, your team has 10 minutes to protest (Discord support channel) against the report. Match protests must include media evidence clearly showing the results of the match/series. Teams are responsible for providing proof of match results in case of disputes.

13.8 Re-host

A re-host can only be decided by BEING ESPORTS administration. Disconnects and lag issues will only qualify for a re-host if the issue occurs within the first 60 seconds of the game and affects a significant number of players, barring any unforeseen situations.

A rehost is never a right and cannot be demanded by players. Re-Hosting is a admin decision and does not need further explanation or discussion with the player base. Any discussions or even insults following a rehost decision that can further postpone the schedule of the tournament can be punished as disrespectful behavior against other participants as well as the BEING ESPORTS administration.

13.9 Tournament and match system

Open Qualifiers:

There will be two Open Qualifiers, one for the EU region (max. 256 Teams) and one for the MEA region (max. 72 Teams).

All teams that match the eligibility requirements set in this ruleset can partake in the open qualifiers.

All checked in teams will be drafted randomly into lobbies of the same size (maximum 1 team difference).

The EU qualifier will be played on 4 days in parallel lobbies in a best-of-six system.

The MEA qualifier will be played on 3 days in parallel lobbies in a best-of-six system.

In the EU qualifier on the first day the top 128 teams will advance to day two

In the EU qualifier on the second day the top 64 teams will advance to day three

In the EU qualifier on the third day the top 32 teams will advance to day four

In the EU qualifier on the third day the top 8 teams will advance to the playoff stage
(Top 4 of each lobby)

In the MEA qualifier on the first day the top 32 teams will advance to day two

In the MEA qualifier on the second day the top 16 teams will advance to day three

In the MEA qualifier on the third day the top 6 teams will advance to the playoff stage

Playoff Stage

In the playoff stage invited and qualifying teams will be seeded into three groups of equal strength (based on qualifier performance and recent performance in international events). These three groups will then face each other in a single round robin format over a period of three days.

Grand Finals

The Grand Finals will be played on 3 days with 18 matches in total.

For our grand finals, we will be using the new PUBG Esports Smash Rule. The Grand Finals will be played on 3 days with 6 maps being played on the first day and as many maps as it takes for the first team to reach 100 points/ the Smash Point Level on the second day. On day three, the first team to win a Chicken Dinner after reaching the Smash Point Level will be crowned champion of "Rotation: Summer Edition". Should a team reach the 100 point threshold within the first 5 maps on the first day of the grand finals, play will be suspended until 6pm on the second day.

On our final day as well as the second day of the "Rotation: Summer Edition" Grand Finals, the used map rotation will be M,M,T,R,E,E. Should the event days exceed 6 maps, all additional maps will be played on the map Erangel.

13.10 Invitations

There will be a total of 10 invites for the 9 EMEA global and regional partner teams as well as one performance invite into the Playoff stage.

13.10.1 Invitation Eligibility

To be eligible for an invite a team must match certain requirements:

The team must keep at least three players that have been part of the roster for the team in the respective tournaments the invite is based on

Name of the team

Name (and Nickname) of the old license holder/team captain (as put forward in the team sheet)

Name (and Nickname) of the new license holder.

The Team owner can be asked for proof of his/her identity.

The BEING ESPORTS administration will then open a ticket for the new team owner (he/she/it has to be on the BEING ESPORTS Discord server) to close the process of the transfer of ownership. The new owner can be asked for proof of his/her identity.

The rosters for invitations are locked and need to match the requirements when the sign up for the open qualifiers for "Rotation: Summer Edition" closes.

13.11 End of a game

A Game ends when only one team or members of only one team are alive and the "Winner-Screen" shows up inside the game client.

13.12 Results

All results will be uploaded and put into action by BEING ESPORTS administration. If anything is unclear, participants should have screenshots available to verify the result and file a protest.

13.13 Tournament dates

The league is separated in two qualifier phases, a league phase and the finals. The respective match days will take place at the following dates. These dates are subject to changes without notification.

MEA Qualifiers invi

03.07.2024-05.07.2024 - 06:00 pm CEST (each day)

EU Qualifiers

08.07.2024-11.07.2024 - 06:00 pm CEST (each day)

Playoff Stage

19.07.2024 06:00 pm CEST (Group A vs Group B)

20.07.2024 06:00 pm CEST (Group B vs Group C)

21.07.2024 06:00 pm CEST (Group A vs Group C)

Grand Finals:

26.07. - 28.07.2024 (Friday / Saturday / Sunday) 06:00 pm CEST

15 Communication & Support

Please submit a support ticket for any assistance during the cup. Support is only available on the BEING ESPORTS Community Discord server.

15.1 Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organizers, admins or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden unless permission is obtained.

Each individual person that has been authorized by the Being X GmbH to conduct the administration as a whole or in parts is a so-called "Admin". Players and teams must strictly obey and follow any decisions made by the Admin staff.

15.2 Match media

All match media (screenshots, demos, etc.) must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media

should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in their work because of bad match media names then it can be punished.

15.3 Game coverage

BEING ESPORTS will deploy an official stream broadcasted on the twitch channel www.twitch.tv/pubg_battlegrounds as well as the YouTube channel:

<https://www.youtube.com/@PUBGEsports>. Casters and observers are appointed, entitled, and authorized by the BEING ESPORTS administration. Only appointed, entitled, and authorized persons are allowed to be observers inside the game.

The official broadcast will have a delay of 15 minutes.

The BEING ESPORTS administration DOES RESERVE exclusive rights to the coverage of the “Rotation: Summer Edition” matches and other coverage.

Within all rounds of the event POV streams of participants will be allowed if the streaming player applies for a POV stream at least three days (72 hours) before the first match day and follow the rules below:

1. Streamers must set a delay of at least 15 minutes
2. The title of POV streams must include the name of the event “Rotation: Summer Edition” within their stream title
3. Streamers are not allowed to use qualifier-streams for advertisement of third-party companies

Watch parties are only allowed if the hosting streamer applies for a watch party at least three days (72 hours) before the first match day and follows the code of conduct specified within this ruleset. Furthermore, all watch parties must use the broadcast in the language of the respective streamer, which means that for example German streamers are required to use the German broadcast as the basis for the watch party.

This rule only applies if there is an official (or partnered) broadcast of the event in the language of the streamer’s channel. Violations of this rule can lead to the loss of the right to host watch parties.

Lastly, streamers hosting watch parties will have to report key metrics of their streams to BEING ESPORTS for analytical purposes.

15.4 Chatting while alive

Chatting while being alive on stream (with the respective delay) is not allowed to any player on any stream. Players must wait until their game character died on stream or the game has ended on stream. Violation can cause a timeout in chat for 24 hours and can also be punished with a warning depending on the content of the chat message as

well as the channel the message was posted in on a case-to-case basis by a BEING ESPORTS admin.

16 Punishment catalog

A team is only punished once per player and per violation. A Disqualification can affect the tournament or even the violation took place in as well as the following tournament or event of the same Series. Disqualification for further events and cups is possible. This punishment catalog consists of the minimum punishment, harder punishments are possible ranging up to a lifetime exclusion of all BEING ESPORTS events depending on the severity, the situation and if it was a repeated rule breach. This is not a conclusive list of all possible violations of this ruleset but merely a list of violations that will definitely be punished with at least the listed measures.

Rule violation	Penalty Type
General	
Reject compulsory challenge / teaming	Disqualification
Use of ineligible player	
Barraged	Disqualification (for all players of the team)
Unregistered player	Disqualification (for all players of the team)
Ringer/Faker	Disqualification (for all players of the team)
Playing with wrong game account	Exclusion from games until solved; can lead to disqualification
Playing without a registered game account	Disqualification (for all players of the team)
Unsportsmanlike behavior	
Multiple/Fake accounts	Disqualification

Nakedness of in game character in broadcasted matches	Warning up to disqualification
Doping	Disqualification
Deception	Disqualification
Fake result	Disqualification
Fake match media	Disqualification
Fake match	Disqualification
Intentional bug abuse	Disqualification
Cheating/ usage of unallowed third party software	Disqualification
Negative attitude (Flaming / Harassing)	Warning up to disqualification
Strong Negative attitude (Explicit Flaming / Explicit Harassing / Racism / Sexism)	Disqualification
No Show	Up to disqualification

17 Prize distribution

1st Place: 2.500\$

2nd Place: 1.500\$

3rd Place: 1.000\$

4th Place: 700\$

5th Place: 300\$

6th-16th : No prizes earned.

18 Claiming prizes

To claim their prizes teams, have to answer to the contact mail or message they will receive from the league administration and follow the respective instructions. To be eligible to claim their prizes they have to share needed personal data in the team sheet.

Prize money will be paid to the bank account forwarded in the team sheet.

The prizes will be paid or sent THE EARLIEST 4 weeks after the conclusion of the last tournament.

A payout of non-monetary prizes in monetary form is not possible.

Recourse to the courts is not permitted.

If a prize is not claimed within 30 days after the message was sent it is forfeited.

All monetary prizes include the respective taxes.

19 Further acknowledgements

The rules for "Rotation: Summer Edition" are set exhaustively and completely in this ruleset. All rules are subject to change without notification by the tournament administration, the Being X GmbH.

The invalidity of single paragraphs and rules do not interfere with the legal validity of the ruleset as a whole and in general. In place of the invalid paragraph a rule has to be arranged to fulfill the respective purpose.

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