

FFMC 2026 Spring Rulebook



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[Published Version]

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Overview

This rulebook serves as the official guide created by Garena to regulate the Free Fire Malaysia Championship 2026 Spring. It outlines the rules, tournament proceedings, and prohibitions that teams and players must adhere to. The rulebook is designed to reinforce and foster a competitive gaming environment while upholding the values of sportsmanship.

Definitions

Participants	Team & Players who are invited, qualified, and verified by the tournament's organisers
Team Lineup	4 - 5 players that represent a team and participate in the Free Fire Malaysia Championship 2026 Spring tournament
Match	A single competitive map of either Bermuda, Purgatory, Alpine, Kalahari, Nexterra, or Solara being played by a maximum of 12 teams in Battle Royale mode until a "BOOYAH" is achieved
Squad	Team size of 4 Players that will participate in the game

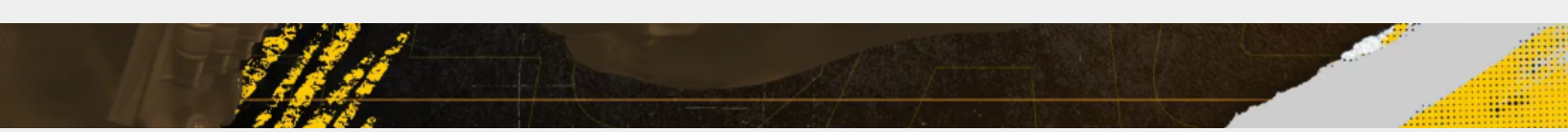
Purpose & Position

To showcase the highest tier of competitive players and teams to our Free Fire fans, Free Fire has created the "Free Fire Malaysia Championship," an annual regional tournament. To be invited, teams must participate in their Regional Tournament held in various geographical regions. The Free Fire Malaysia Championship is one of these tournaments.

The Free Fire Malaysia Championship Rulebook establishes the general rules, terms, and conditions to participate in the Free Fire Malaysia Championship. Due to evolving circumstances and environment, tournament organizers may update, amend or supplement the rulebook from time to time. Any material changes to the rulebook will be provided to the Team Captain or Manager using the contact method listed in their registration. Deviations or exemptions from the rulebook are subject to the tournament organizer's approval.

Adjustment

Garena has the right to remove or modify the rules outlined in this rulebook for any reason. Garena also reserves the right to make judgments in cases not specifically supported or detailed in this rulebook to maintain fair and sportsmanlike gameplay. Any changes to this rulebook will be documented and communicated to all players involved in the Free Fire Malaysia Championship, both directly and indirectly.



Validity

If any provision in this rulebook is found to be invalid or unenforceable, whether partially or entirely, the validity of the remaining rules will not be affected. Instead of the invalid provisions, the closest applicable alternative will be considered, in line with the intent and purpose of this rulebook.

Confidentiality

The content of opinions, discussion outcomes, and other correspondences is highly confidential. Publication is only permissible with the approval of Garena. In the event of a breach, Garena reserves the right to impose sanctions, ranging from warnings to fines, on the responsible party.

1. Tournament Schedule

1.1. Registration

Registration starts on **29 Nov 2025, 00:00 GMT+8** through the In-game Qualifier (FFC) Mode inside the Free Fire client.

1.2. Match Days

Match Day timings are tentatively scheduled and are subject to change.

Match	Day	Date	Time
In-game Qualifier Match Day	Saturday	6 Dec 2025	13:00 - 22:00 GMT+8
Qualifier Finals Day	Saturday	13 Dec 2025	10:00 - 18:00 GMT+8
BR Knockout Stage Day 1	Friday	9 Jan 2026	20:00 GMT+8
BR Knockout Stage Day 2	Saturday	10 Jan 2026	20:00 GMT+8
BR Knockout Stage Day 3	Sunday	11 Jan 2026	20:00 GMT+8
BR Knockout Stage Day 4	Friday	16 Jan 2026	20:00 GMT+8
BR Knockout Stage Day 5	Saturday	17 Jan 2026	20:00 GMT+8
BR Knockout Stage Day 6	Sunday	18 Jan 2026	20:00 GMT+8
CS Day 1	Wednesday	21 Jan 2026	20:00 GMT+8
CS Day 2	Thursday	22 Jan 2026	20:00 GMT+8
CS Day 3	Friday	23 Jan 2026	20:00 GMT+8
CS Grand Finals	Saturday	24 Jan 2026	18:00 GMT+8
BR Grand Finals	Sunday	25 Jan 2026	18:00 GMT+8

2. General Rules

2.1. General

All decisions regarding the interpretation of the following rules lie exclusively with Garena, the decisions of which are final.

The rules in this document are non-exhaustive and act as a supplementary set of rules for the Free Fire Regional Esports Rules. In the case of discrepancy, the Free Fire Regional Esports Rules supersede this ruleset. A copy of the latest Free Fire Regional Esports Rulebook is available upon request for qualified participants of FFMC from the Qualifier Finals onwards.

2.2. Code of Conduct

All decisions regarding the interpretation of the following rules are exclusively governed by Garena and the decisions are absolute. All participants of Free Fire tournaments are required to abide by the following code of conduct. Failure to adhere to the code can result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. Failure by participants to comply with the code of conduct may result in warnings, fines, disqualifications, or suspension from future Free Fire Official Tournaments. Refer to Clause 6 for the non-exhaustive list of the rule violations list and the corresponding action taken.

2.2.1. Competitive Integrity

All participants are expected to play at their best at all times within any match of Free Fire in any tournaments conducted by Garena. Offenders who violate this rule will be subject to penalties at the sole discretion of Garena officials.

Two player device checks will be enforced each game:

1. **Before the start of the match** - when all players are already in the game lobby, players must show marshals that no other apps are running. Only upon confirmation of all players that the match will start.
2. **After the full team dies (4 players)** - immediately when a squad is wiped, players are to show their marshal that they are in spectator mode and check that no other apps are running before they are released.

The following examples are a non-exhaustive list of offenses:

- a. **Collusion** - Participants who cooperate with others, including other competing participants to cheat or deceive and gain an unfair advantage are guilty of collusion. Acts of collusion include, but are not limited to:
 - i. Soft play: Any agreement among participants to not play at a reasonable or expected standard of competition in a game
 - ii. Prior arrangements to split prize money and any other forms of compensation
 - iii. Receiving information and signals from outside sources during a match
 - iv. Deliberately losing any match for compensation
- b. **Hacking** - Any modification of the Garena Free Fire game client, including using any unapproved 3rd party apps while the match is ongoing.
- c. **Exploiting** - Deliberate abuse of in-game bugs to gain an advantage
(refer to [In-Game Bug](#) for more info)
- d. **Looking at spectator monitors or mobile phones of other participants**
- e. **Smurfing** - Using another player or participant's account
(refer to [Participants](#) for more info)
- f. **Multi-Accounts** - a participant registered using multi free fire account
(refer to [Participants](#) for more info)
- g. **Intentional disconnect without any officials' approval.**
- h. **Deception** - Any attempt to deceive tournament officials or other players with false statements/information/documents.

2.2.2. Sportsmanship and Proper Behavior

Participants have to behave with respect toward the representatives of the Garena, the press, viewers, partners, and other players. Participants may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, defamatory, or otherwise offensive or objectionable, in or near the match area. This includes but is not limited to, in-game chat, social media, and any public-facing events such as interviews.

For disputes over tournament matters - e.g., mishandling of tournament, match scores, verbal abuse, participants should always approach tournament officials within 24 hours from the day of the occurrence.

Participants are expected to be cooperative with Garena or Tournament Officials in an investigation for any violation of these rules.

Abuse of Garena officials, other participants, or audience members will not be tolerated. Repeated violations, including but not limited to verbal abuse, and touching another participant's devices, body, or property will result in infraction point penalties. Participants and their guests (if any) must treat all individuals attending a match with respect.

2.2.3. Discrimination and Denigration

Competitors shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason. Offenders may be immediately disqualified, have up to half of their monetary winnings forfeited, or both of the above.

2.2.4. Concluding the Competition

Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion. Teams and Competitors shall not refuse to participate in the tournament for any reason including, without limitation, disagreement with a decision by Garena officials, an accusation of competitive integrity of the tournament, or imperfect playing conditions.

Offenders may have to forfeit the entirety of their monetary winnings from Free Fire Esports events, be banned from future Esports events, or both of the above.

2.3. Use of Participants' Image and Media

By joining any tournaments organized by Garena, all teams and participants will allow Garena to use their images (team logos, participant photos, interview videos, etc.) in promotional materials.

3. Tournament Rules

All participants of Free Fire tournaments are required to abide by the following tournament rules. Failure to adhere to the rules can result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action).

3.1. Tournament Format

FFMC 2026 Spring consists of the following parts: the In-game Qualifiers (FFC), the Qualifier Finals, the BR Knockout Stage, Clash Squad Week, CS Grand Finals and the BR Grand Finals.

Battle Royale will seed into the FFWS Malaysia 2026 Spring.

Clash Squad will not seed into any future tournament and is purely standalone.

3.1.1. In-game Qualifiers (FFC)

Before matchmaking

- Players need to have at least a BR Heroic Rank and account level 20 to be able to enter the FFC lobby.
- Players can see the Open Qualifier Phase match schedule in the FFC lobby.
- When the Qualifier Phase starts, players can start spending their tickets to begin matchmaking on match day.
- Each team can matchmake 15 times as per the tickets provided.
- Ticket quota can be seen on the main page of FFC mode.
- After the scheduled time is over, all remaining tickets will be voided.
- Teams are only allowed to play with players who have been registered. Teams found using multiple accounts will be disqualified.
- The use of VPNs and other supporting network connectivity applications is not advisable.
- Players are responsible for their internet connection and Garena will not be responsible for any network or connection issues.

During matchmaking

- Participants can enter the FFC lobby and click "Start Game" and they will be prompted to invite their team members. After inviting 3 other team members that have been registered, they can start matchmaking.

After matchmaking

- After exhausting all 15 tickets, the top 5 scores will be tabulated into a leaderboard in the FFC lobby

FFC Points Calculation

- Teams will start with a base score of 100 points.

- The top 5 scores that teams receive in FFC mode will be added to the base score to get the team's final score.
- Tiebreaker: In the event that if 2 teams have the same score, the placement point will be the tiebreaker.
- In the event that teams have the same placement points and elimination points. The performance in the last round counted towards scoring (the 5th ranked game) will be taken as a measure. The team with the higher score will win the tiebreaker.
- The scoring points system for each round are as follows:

Elimination Points	1
Leaving Spawn Island	- 3 per player

Placement	Points
1st	12
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1
11th	0
12th	0

After FFC

- After the matchmaking phase, registered teams will have their data verified and **18** verified teams will be shortlisted based on their scores. **The scores and ranks reflected in-game are not accurate as they do not account for disqualified/ineligible teams and tie-breaker rules. Please wait for contact from Garena to confirm if your team has been shortlisted.**
- The **18** shortlisted teams will be contacted via the contact details provided during registration to confirm their participation in the next stage of the tournament. If the admins do not receive a reply within a designated time, the teams will be replaced with the next highest-ranking teams.
- Shortlisted teams will be required to submit their final team and player names.
- Names will be subjected to Garena's approval.

- Upon approval, players and teams will not be allowed to change their names till the end of the tournament.
- Shortlisted teams are not allowed to change their rosters till the end of the tournament.

3.1.2. Qualifier Finals

- 6 teams (7th to 12th) from FFMC 2025 Fall will be seeded directly to the Qualifier Finals.
- Along with the 18 shortlisted teams from FFC, the 24 teams will be split into 4 groups of 6.
- Each group will play against another group twice in a round-robin format on 1 match day.
- All 24 teams will be ranked in a single league table.
- The top **12** Teams from the Qualifier Finals will qualify for the Knockout Stage.

3.1.3. Knockout Stage

- 6 teams (1st to 6th) from FFMC 2025 Fall, inclusive of the 3 FFWS SEA 2025 Fall Malaysian representatives, will be seeded directly to the knockout stage.
- Along with the 12 shortlisted teams from the Qualifier Finals, 18 teams will be split into 3 groups of 6 and compete on 6 match days over 2 weeks.
- Each match day consists of 6 games.
- **The 3 FFWS SEA teams will be split evenly with 1 in each group for the first group draw. The other 15 teams will be randomly drawn.**
- **Groups will be reshuffled after match day 3 based on standings to ensure fairness.**
- No rescheduling will be made for teams who are absent from their game(s). They will automatically place last for those game(s).
- The points for all 18 teams will be tabulated in a single table.
- The top **12** teams will qualify for the Grand Finals
- **2 groups will play per day to ensure fairness due to the entirely randomised map order each day.**

Rule Adjustments

Unique Active skill: Each squad must have 4 different active skills in order to play.

Each player must use an active skill.

Failure to comply will result in 2 infraction points. Passive skills are not affected by this rule and can be duplicated.

Allowed Squad:	Not Allowed Squad:																						
• Player 1: Tatsuya • Player 2: Kassie • Player 3: Homer • Player 4: Alok	• Player 1: Tatsuya • Player 2: Tatsuya • Player 3: Homer • Player 4: Alok																						
List of Active Skill Characters: <table><tbody><tr><td>1. Kassie</td><td>12. Skyler</td></tr><tr><td>2. Alok</td><td>13. Chrono</td></tr><tr><td>3. Ryden</td><td>14. K</td></tr><tr><td>4. Ignis</td><td>15. Clu</td></tr><tr><td>5. Orion</td><td>16. Steffie</td></tr><tr><td>6. Tatsuya</td><td>17. A124</td></tr><tr><td>7. Iris</td><td>18. Wukong</td></tr><tr><td>8. Xayne</td><td>19. Santino</td></tr><tr><td>9. Homer</td><td>20. Koda</td></tr><tr><td>10. Kenta</td><td>21. Oscar</td></tr><tr><td>11. Dimitri</td><td>22. Nero</td></tr></tbody></table>		1. Kassie	12. Skyler	2. Alok	13. Chrono	3. Ryden	14. K	4. Ignis	15. Clu	5. Orion	16. Steffie	6. Tatsuya	17. A124	7. Iris	18. Wukong	8. Xayne	19. Santino	9. Homer	20. Koda	10. Kenta	21. Oscar	11. Dimitri	22. Nero
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10. Kenta	21. Oscar																						
11. Dimitri	22. Nero																						

3.1.4. Battle Royale Grand Final Day

12 teams will compete over 1 match day where up to 8 games will be played.

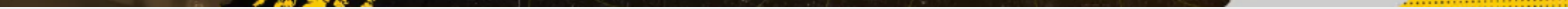
Teams who are unable to commit to the Finals schedule will be disqualified and the replacement Team will be the Team with the next highest placement in the Knockout Stage.

All 12 teams in the Grand Finals, excluding any teams already invited to FFWS SEA, will be invited to FFWS Malaysia 2026 Spring. A transfer window will be opened for teams to confirm their roster meets the FFWS MY requirements.

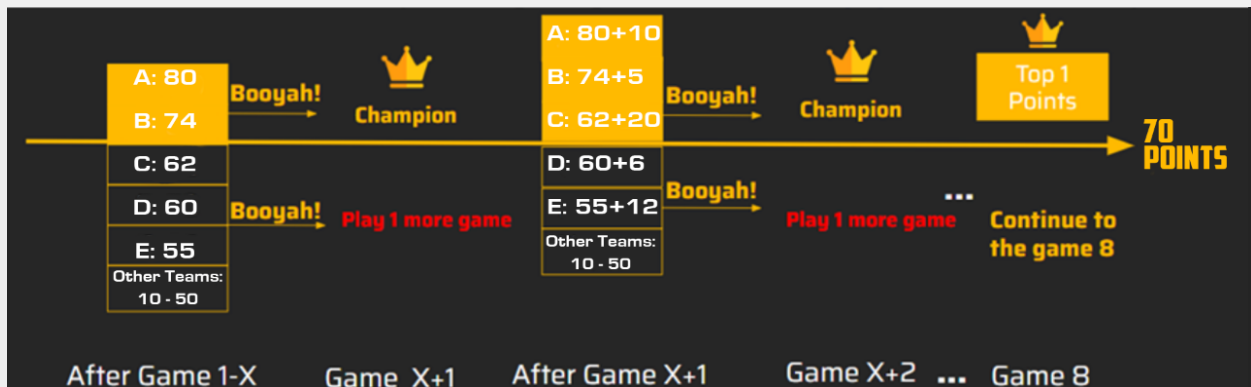
GRAND FINAL – Champion Rush

Points Accumulation Phase: The target zone is set at 70 points.

Eg. Teams will be playing using the normal tournament rules up to Game X, where this Game X is when there is a team(s) that has accumulated 70 points or more.



- The team that has at least 70 points and gets a Booyah! in the next match will immediately be crowned the final Champion.
- If the team that Booyah!s does not have 70 points, everyone will go on to the next game where all teams can still accumulate points.
- In most situations, Champion Rush will take place during game 5-7.
- In rare cases, the maximum allowed games that will be played are 8 Games.
- If no team reaches 70 points **and** gets a Booyah! The team with the most points after Game 8 will be crowned Champion.



3.2. Scoring Table

At the end of each game, scores will be tabulated based on the scoring below.

Each Team's placement will be determined by the final scores at the end of the Knockout Stage.

Scoring Table	
<i>1 point per elimination</i>	
Placement	Points
1st	12
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1
11th	0
12th	0

3.2.1. Tiebreakers

If there are two or more contestants tied on points at the end of a series, the tiebreaker will be decided by these criteria, in the same order:

- Their number of Booyahs.
- If the teams are also tied on the number of Booyahs, the teams will be ranked according to their number of eliminations.
- If the teams are also tied on the number of eliminations, the tiebreaker will be decided by their final game ranking.

3.3. Battle Royale Game Settings

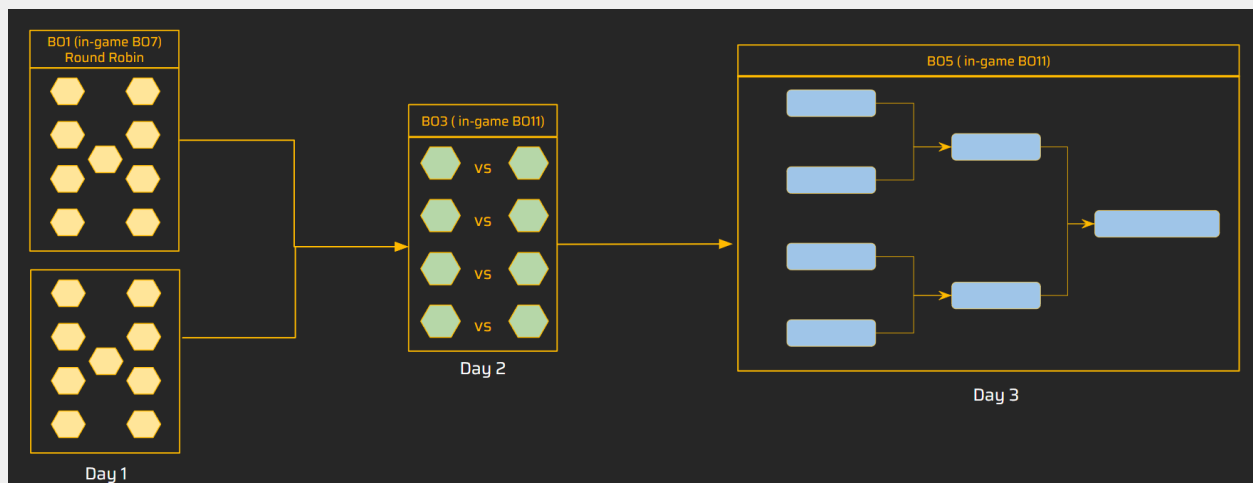
The following are the configurations for each game:

- No Weapon Stats
- Revival System - On
- In-game Mission - On
- In-match Quest - Off
- High-tier loot zone - Off
- Death Cam - Off
- Standardized costume for opponents (include gloo wall, loot box, backpack, etc)
- Hide player nickname & elimination feed info
- Loadouts are allowed
- Look changer skins are NOT allowed

3.4. Clash Squad Rules & Game Settings

3.4.1. Tournament Format

The tournament will be a mix of Round Robin and Single Elimination bracket formats.



Day 1 & 2 - Round Robin stage

All 18 teams split into 2 groups randomly for round robin. Each day

Each team will play against every team in their group once in a best-of-1 game.

In-game rules will be best-of-7 (ie. 4 rounds needed to win, same as CS ranked).

Tiebreaker decided using score > eliminations > damage

The top 4 of each group will proceed to the Single Elimination stage.

All other teams will be eliminated from Clash Squad.

Day 3 - Single elimination stage

8 Teams will be randomly paired.

They will play best-of-3 games against their assigned opponent.

In-game rules will be best-of-11 (ie. 6 rounds needed to win the game).

Winners of each match advance to the Semi-Finals.

Losers of each match will be eliminated from Clash Squad.

Day 4 - Semi & Grand Finals

The final 4 teams will be randomly paired for the Semi-Finals.

Winners of the Semi-Finals advance to the Grand Finals.

They will play best-of-5 against their assigned opponent for both Semi & Grand Finals.

In-game rules will be best-of-11 (ie. 6 rounds needed to win) for both Semi & Grand Finals.

3.4.2. Map Rotation

For BO1, the map is selected randomly from the map pool. Randomising of maps will be done before the start of each game

Map Pool: Bermuda - Kalahari - NexTerra - Purgatory - Solara - Alpine

For BO3, maps are selected randomly from the pool without any repeats. Randomising of maps will be done before the start of each game

Map pool: Bermuda - Kalahari - NexTerra

For BO5, maps are selected randomly from the pool without any repeats. Randomising of maps will be done before the start of each game

Map Pool: Bermuda - Kalahari - NexTerra - Purgatory - Solara

3.4.3. Ban/Pick

Random draw will be made to determine which team will Ban/Pick first

BAN

The selected team will Ban 1 active skill first then the other team will Ban 1 active skill

PICK

The selected team will Pick 1 active skill first then the other team will Pick 2 active skills

Next, the selected team will Pick 2 active skills and the other team will Pick 2 active skills
Finally, the selected team will Pick 1 active skill

Note: Players must pick different active skills

3.4.4. Game Configuration

The followings are the configuration for each game of Clash Squad:

- Each team is allowed to use only one unique active skill during the game
- For example: [A124, Tatsuya, Dimitri, Orion] - etc if team (a) pick Tatsuya, team (b) cant pick Tatsuya anymore
- Each team can ban 1 active character per game, banned character can not be used by both teams
- Before each game starts, both teams will confirm the banned skills with the referee. After both teams have confirmed, the skill selection will begin. The skill player will confirm the 4 skills in the team at one time.
- No Weapon Stats
- Death Cam - On
- Standardised costume for opponents (include gloo wall, loot box, backpack, etc)
- Hide player nickname & kill feed info
- Loadouts are not allowed
- Each match will be set to 11 rounds

3.4.5. Remake Match

Early Rounds (Rounds 1–3):

A match restart may be initiated during the first three rounds if one or more of the following conditions occur:

- Severe Technical Issues: Instances such as server crashes, critical latency spikes, or disruptions that prevent normal gameplay for a minimum of 3 minutes.
- Massive Player Disconnections: If 50% or more of players on one or both teams experience disconnections or severe lag for over 2 minutes.
- Critical Game Exploits: The discovery and exploitation of a bug that has significantly affected gameplay fairness

Late Rounds (After Round 3):

A restart request made after Round 3 will only be considered if the match is suspended due to technical issues lasting longer than 5 minutes for 50% or more of players on both teams.

Restrictions

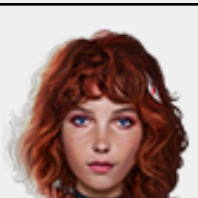
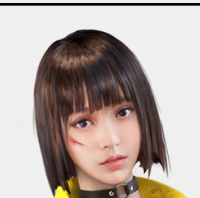
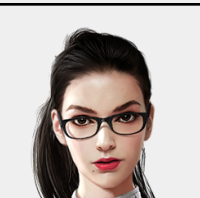
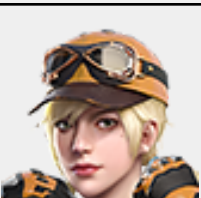
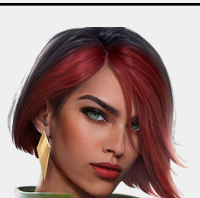
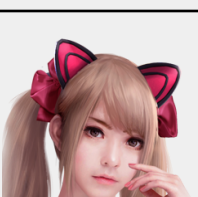
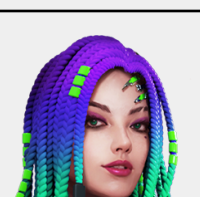
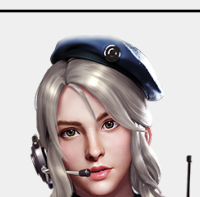
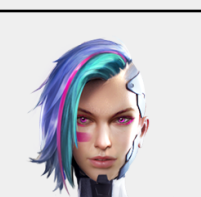
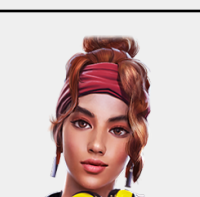
- Single Request: Only one restart request is allowed per match.
- No Abuse: Exploiting the restart rule for competitive advantage may result in penalties or disqualification.
- Garena reserves the right to make the final decisions and any necessary adjustments regarding match restarts

3.5. Characters & Pets

The following are the Characters and Pets allowed:

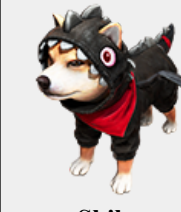
Characters

 Andrew Awaken	 Ford	 Maxim	 Kla	 Miguel
 Antonio	 Wukong	 Hayato Awaken	 Rafael	 Joseph
 Alok Awaken	 Alvaro Awaken	 Jota	 Luqueta	 Wolfrahh

				
K	Chrono	Skyler	Shirou	Maro
				
D-bee	Thiva	Dimitri	Leon	Otho
				
Nairi	Kenta	Homer	Tatsuya	Santino
				
Orion	Ignis	Jai	J.Biebs	Ryden
				
Olivia	Kelly Awaken	Nikita	Misha	Paloma
				
Caroline	Moco Awaken	Laura	A124	Shani

				
Notora	Steffie	Kapella	Clu	Dasha
				
Xayne	A-Patroa	Iris	Luna	Sonia
				
Suzy	Kairos	Kassie	Lila	Koda
				
Oscar	Rin	Nero		

Pets

				
Kitty	Mechanical Pup	Night Panther	Detective Panda	Shiba

				
Spirit Fox	Robo	Poring (Skill equip only)	Ottero	Falco
				
Mr. Waggor	Rockie	Beaston	Dreki	Moony
				
Dr. Beanie	Sensei Tig	Agent Hop	Yeti	Flash
				
Zasil	Finn	Hoot	Fang	Arvon
				
Kactus				

Weapons & Second Active Skills

Bonus weapon stats from skins will be disabled.

Second active skill cards will be available in the game following the same distribution as the current BR ranked season.

3.6. Video Verification

All players participating in the FPMC 2026 Spring are required to have Video Verification before, during & after their games.

3.6.1. Video Verification Method

Method: External Recording Device (Webcam, 2nd phone or device)

- A. Before the game begins, players are to show a live video of their face, account UID, and phone screen which shows their character in the lobby of the game.
- B. During the game, players are only needed to show a live video of them playing the game. Players are required to show themselves playing the game on their phones.
- C. After the game ends, players are to show a live video of their face, account UID, and phone screen which shows the end of the match and their character going back into the lobby of the game.

A Live Video verification should not have any pauses or stoppages in the live video, any pauses or stoppages will result in the whole verification process being restarted.

Live video can be done via external phone video or web cameras. Tournament Organizers will work closely with players to ensure that video quality allows proper verification.

All secondary device recordings must include audible sound for the Tournament Organizer.

Players must ensure the quality of their webcam feed is of suitable quality as determined by Garena and the Tournament Organisers. Players and teams that fail to meet this requirement will be penalized.

Players who are unable to adhere to the above Video Verification rule will be considered ineligible for matches/tournaments. Teams will have to field their substitute player instead. The team may be disqualified or given a replacement player subject to the Tournament Organisers approval.

3.7. Communications

The Manager or the Team Captain will need to enter the official FPMC 2026 Spring Discord which will be the main medium of communication when the League is ongoing.

Tournament information may also be sent out via email and/or WhatsApp to the Team Manager or the Team Captain. Once the information has been shared, the Team Manager or the Team Captain is responsible for ensuring all the Team members are briefed and comply with the instructions given.

3.8. Other Mobile Apps

During each game, participants are not allowed to have any other apps running in the background. As long as the participant or any of his/her team members are still alive in the game, they are not allowed to minimize the Free Fire app.

If participants are using devices loaned to them by the Tournament officials or organizers, they are not allowed to download or install any apps onto the device. Offenders will incur one infraction point.

3.8.1. App Notifications

Participants are not allowed to receive notifications on their mobile devices during each match. Offenders will incur one infraction point.

If a participant receives information on an ongoing match that his/her team is competing in, the team will be immediately disqualified.

3.8.2. In-game Communications

Participants are to use the in-game voice chat function to communicate with their teammates in-game. Usage of any third party apps is not allowed. Offenders will incur one infraction point.

If the in-game voice chat service is not available, Garena officials will designate a third-party app for all participants to use. The choice of app or voice chat service used is subject to the sole discretion of Garena officials.

3.9. Equipment

3.9.1. Device Registration

Teams that are participating in the league are required to register their tournament device to the Tournament Officials. Teams will only be allowed to play using the registered device once the verification is completed.

In the case that the registered device needs to be replaced with another device, teams will be required to inform the Tournament Officials at least 48 hours before their next scheduled match and undergo the verification process again. Replacement is allowed once.

Teams that are found to have played using unregistered or unverified devices will be disqualified.

3.9.2. Device Peripherals

Participants are allowed to use any finger sleeves, mobile phone case, screen protectors, or any other peripherals so long as they do not modify the game's controls. (e.g. Peripherals which add shoulder buttons for firing weapons). Participants have to rely solely on the game's on-screen controls. Offenders will incur one infraction point, and have to remove the offending equipment.

3.9.3. Headphones

Participants are required to use headphones throughout each game during the tournament. A participant may not take off their headphones so long as their team is still active (at least one member alive) in the game. Offenders will incur one infraction point.

If the Tournament's organizers do not provide headphones, participants are required to bring their own headphones.

3.9.4. PC Emulators & Tablets

Participants are not allowed to use PC emulators to emulate Free Fire for any tournament games.

Participants are also not allowed to use tablets to participate in any tournament games.

Offenders and their teams will be immediately disqualified.

3.9.5. On-stage Devices & Offline Event Protocol

For the Offline portion, Tournament Officials will provide devices for the participants to use. The umpires will force all participants to use the provided devices for competition.

If a participant is using a Garena-provided device, they are not allowed to disconnect any cables or devices.

Any changes made to the device configuration, connections, and cabling will result in two infraction points. If a participant, with or without intention, disconnects any cabling and suffers network/gameplay difficulties, they will not be offered any remake or pauses.

Coaches/Managers will be allowed on stage to discuss with their teams during the breaks between matches.

3.10. Network

Participants are required to source their internet connections for the online tournament.

3.10.1. Disconnections

Participants are not allowed to intentionally cause a disconnection during a game. Offenders will incur one infraction point.

If a participant is disconnected due to network issues, they are allowed to reconnect back to the game while the match is still ongoing. Participants are not allowed to request a pause or a remake due to a disconnection.

However, Garena officials may consider a remake, at their sole discretion, under one of the following conditions:

- Game server failure - all players are unable to reconnect
- If 10 players or more are disconnected at the same time due to network issues

3.10.2. High Ping

If a participant is competing using his network connection, the participant is solely responsible for the quality of his/her internet connection. Participants are not allowed to request a pause or a remake due to high ping or poor network conditions.

When using the network connection provided by Garena, Garena officials may consider a remake, at their sole discretion, under one of the following conditions:

- Game server issues - all players are suffering high ping or lag in-game
- Situations where several players disconnected and are unable to reconnect, at Garena official's judgment.

3.11. Punctuality

All participants are expected to adhere to the tournament's schedule which can range from, reporting time for games, photoshoots, interviews etc. Participants are expected to report to the Tournament's organizers within the requested time frame. Failure to adhere to the schedule issued by Tournament's organizers can result in and not limited to infraction points.

- Late for up to 3 minutes will incur 1 infraction point and incur 20 points deduction from the scoring table of the stage they are currently in
- Late for up to 5 minutes will incur 1 infraction point and incur 40 points deduction from the scoring table of the stage they are currently in
- Late for up to 10 minutes will incur 2 infraction points and incur 80 points deduction from the scoring table of the stage they are currently in. Matches will start after 10 minutes of waiting regardless of whether the team turns up.

3.11.1. Absent for Matches

Participants are deemed as absent for matches that are scheduled by tournament organiser if:

- Participants did not turn up for 1 game of their scheduled round
- When applicable, participant is unable to travel for scheduled games (4 infraction points)
- When applicable, the participant is unable to produce parent/guardian's consent to travel for scheduled games

Failure to adhere to the code can result in warnings, fines, disqualification, or even ban from future Free Fire Tournament, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action)

3.11.2. Delays

Tournament organizers are not obliged to delay any game from starting on schedule to accommodate late players. If a round has started before a participating team's arrival, the late team will forfeit that round.

Tournament organizers may delay any game at their sole discretion, owing to extenuating circumstances such as difficult weather, crowd control, or game server issues.

3.12. In-game Bugs

This list will be updated frequently and Teams are required to check the list 6 hours before their scheduled games. A list of legal and non-legal bugs will be provided to the Teams.

In the event whereby a player were to encounter a bug, a remake will only be offered when all of the following conditions are met:

- The bug is game-breaking and causes a player (or multiple players) to be unable to play the game in a normal manner. A non-exhaustive list of game-breaking bugs includes:
 - Being clipped through the floor and executed
 - Being stuck on objects (windows, launchers, etc.)
 - Being eliminated by fall damage after unexpected behavior from driving vehicles
 - No in-game environmental sound (skills, weapons, footsteps - excludes mic bug) can be heard at the start of the game
 - Death on landing / not in the plane, etc.
- The bug occurred within 5 minutes of the match.
- A referee is promptly notified of the bug when it occurs.
- The bug occurs when no other players in the match have been killed.
- The bug is not triggered with malicious intent by the player.

Any remake will be offered only at the sole discretion of the Garena officials and referees.

Teams who deliberately abused the bugs mentioned, new bugs, or non-legal bugs may be immediately disqualified, have up to half of their monetary winnings forfeited, or both of the above.

If any participating Team knows of a bug that is not on the list, they are required to inform the tournament organisers and are not allowed to use it.

If any participating Team discovers a new bug in the game during the tournament games, they are not allowed to use this bug again, repeated use will result in disqualification.

3.13. Prohibited Bugs

Below is the list of prohibited bugs. Deliberately use of such bugs will result in disciplinary action.

- Spawning a gloo wall at a place where you do not have a direct line of sight. For example, throwing off a gloo wall to the ceiling of a lower level in a building which in turn impacts the ground on the upper level of the same building. Gloo wall will push the player to get trapped in the building model, unable to move or instant death. The effect persists even after gloo wall expires
 - * This prohibition does not include trapping a player using gloo wall, so long as there is a direct line of sight to the gloo wall placement.
- Using a waterbody to mask their presence using prone or squat positions allows them to fire without exposing themselves. Other players will be unable to identify their location or see the gunfire.
 - * Intended game mechanics should expose the character's body when they are in a waterbody (swimming above or wakeboarding). Players are also unable to fire their weapons.
- Abusing Falco's pet skill and switching tabs to glide further
- Deliberately landing on spots on the map that allow you to be unobservable by other players or "pass-through map"
 - * No rematch will be given if the player "passes through" the map and gets eliminated by the system.
 - * If determined to be unintentional, the player will restart the game and check if the issue is resolved. If it's not, he/she will have to exit the game. If no other players are eliminated, a remake can be considered.
- Abusing "Invisible floor" at various platforms to perform actions including but not limited to climbing and shooting to gain an advantage.
- Abusing of launcher/portable launcher to disrupt the projectile motion of the player flying, allowing players to land immediately during the motion.
- Abusing RGS50 bug where it can be launched from behind the gloo wall.
- Entering terrains through exploitations that are otherwise out-of-bounds to players (terrains such as rocks, trees, and buildings) can result in players becoming

unobservable and unforgettable. This includes, but is not limited to, achieving this with Santino's skill.

- Abusing the emote wheel to skip reloading weapons and/or shoot faster than intended by the game.

Any other harmful bug that is not mentioned here in this rule book will be investigated by Garena officials before any decisions are made.

3.14. Reporting Procedures

Teams have a 24-hour window after their games to report any suspicious activity (i.e. hacks, bug abuses, teaming, etc).

Any reports after this window will not be entertained and the results will be final.

3.15. Force Majeure

In the case of the host or a team/player being unable to participate due to force majeure, and the following condition(s) below are fulfilled, the Tournament Organizer will decide on the actions to be taken on a case-by-case basis:

Examples of force majeure situations:

- Flood, fire, war, terrorist acts, power outages or other disasters that affect the host or team/player, causing the tournament to end prematurely while the game is still unfinished or causing the team/player being unable to participate in any number of matches.
- Pandemic situations, or pandemic related Government orders that may affect the Tournament Officials, the Organizer and/or the players that will majorly impact the tournament operations and will result in the postponement of the event.
- Players involved with accidental injuries that may result in critical injuries, permanent disability, or death. This must be accompanied by a certified professional medical diagnosis or report.

4. Prize Pool

4.1. In-game Qualifiers (FFC)

After the Qualifier Phase, players will receive a reward if they complete at least 5 games in FFC mode. Members of the 1st place team win 1,000 diamonds each. Rewards will be sent to the players via in-game mail within 7 days of the end of the FFC.

Rank	Reward
All	500 In-game Gold per player
1st	1000 In-game Diamonds per player

4.2. Prize Pool Distribution

FFMC 2026 Spring has a total prize pool of USD \$70,000.

\$50,000 USD for Battle Royale.

\$20,000 USD for Clash Squad.

4.2.1. Battle Royale

Placement	Knockout Stage (USD)	Grand Final Day (USD)
1	1,450	18,000
2	1,050	9,000
3	925	3,500
4	925	1,800
5	700	1,400
6	700	1,100
7	675	700
8	675	700
9	550	550
10	550	550
11	550	350
12	550	350
13	500	
14	500	
15	425	
16	425	
17	425	
18	425	

4.2.2. Clash Squad

Placement	Knockout Stage (USD)
1	8,000
2	4,000
3	2,000
4	2,000
5-8	1,000
9-18	No Prize

4.3. Payment Terms

After the end of the tournament, all payments will be processed to the winning Team(s) within 120 days of receipt of all valid documents from the Team which may include vendor application forms, bank statements, and legal forms of identification. Any delays in the submission of the relevant forms and information will result in delays, extending the payment period.

Approval of Parents/Guardians of players may be required if Players are not of legal age.

Players/Teams will be required to provide citizenship proof (Voter ID card, Birth certificate, passport copy, or any other document as deemed fit by the sole discretion of the Organiser on a case-to-case basis in the absence of the mentioned citizenship proof), government photo ID, canceled cheque/passbook photo/bank statement photo to receive the prize money.

All prize payments are subject to the deduction of statutory and applicable taxes.

5. Participants

5.1. Player Eligibility

Participants are eligible to participate in this event if they meet the following requirements:

- **Participants are aged 13 and above in the year 2026 (born in the year of 2013 or earlier)**
 - A maximum of 2 under 16 players are allowed per team due to the qualification requirements of FFWS MY.
 - To qualify for FFWS MY, only 2 members of the original roster can be transferred.

- The participant is a citizen of Malaysia or an import player with a working visa or relevant official documents recognizing their representation of Malaysia.
 - A maximum of 2 import players are allowed per team.
 - Import players must declare if they are unable to play in Malaysia at the start of the tournament and provide the relevant evidence to support their reasons why they are unable to play from Malaysia.
 - Should the team qualify to FFWS Malaysia 2026 Spring, they should be in Malaysia unless there is a valid reason provided.
- Participants are residing in Malaysia for the duration of the tournament unless under exemption due to valid reasons with the approval of Garena.
- Participants can produce parental or guardian consent to travel if they are below the legal age in your country, if necessary.
- If participants do not provide valid identification documents, they are not allowed to participate and will be removed from the tournament.
- Participants must provide proof of passport or passport application at various checkpoints during the tournament and immediately after the Grand Final ends.
- Each participant can be a member of only one team/organization in the tournament.

5.2. Player Accounts

Participants are to utilize their accounts, and their unique survivor name, for competing in tournaments conducted by Garena. Each participant is allowed to register with only 1 Free Fire account. Participants will be locked to his/her registered player account for the remainder of the tournament, and will not be allowed to switch to another player account under any circumstances.

A participant's player name has to be unique. Garena may also refuse any player name that is deemed vulgar, offensive, discriminatory, or to be infringing on any copyrights.

5.2.1. Multi-accounts/Single Team Exclusivity

A team member is only allowed to compete or work for the one Team that they have an agreement with. Additionally, a team member may only have an agreement with one team. A team member will not be allowed to compete for more than one team simultaneously and therefore cannot be listed on the roster of more than one team.

If an individual participant is found to be participating in a tournament under the name of multiple Free Fire accounts, the participant and all his/her accounts will be immediately disqualified. Failure

to adhere will result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action).

5.2.2. Smurfing

Only participants registered in their Free Fire accounts are allowed to participate in tournament matches. Playing under another player's account or name, or soliciting or inducing someone else to play under another player's account or name is prohibited. A participant/player is deemed 'smurfing/ringing', if a player is found to be participating in a tournament under the name of another participant.

Failure to adhere will result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action).

5.2.3. Player Account Restrictions

Registration is free of charge and will be done through Free Fire Cup (FFC) mode in the Free Fire or Free Fire Max game client. Registration can only be done during the predetermined time.

A team must consist of five members. Teams that do not have 5 members will be able to enter matchmaking but will be disqualified.

A minimum account level requirement is imposed on all Garena tournaments. All player accounts have to be at least Level 20 and Heroic Rank at the time of registration to be eligible for registration.

No skill, loadout, costumes, fashion, vault, or collection restrictions or requirements are imposed. Players are free to equip any items and skills in any combination in each game.

No character requirements or restrictions are imposed. Players are free to use any characters, regardless of character level, in each game. The effects of stat adjustments provided by skins will be turned off.

Should there be any changes to the requirements or restrictions, teams are to abide by the instructions given by the Tournament Organizers.

5.2.4. Tournament Accounts (on-site offline server)

During offline events, Garena officials may provide tournament accounts for each participant. These accounts will be pre-loaded onto every mobile device, and participants must use the tournament accounts to compete.

Players who log out of the tournament accounts for any reason will incur one infraction point.

5.3. Player's Representation

A player's in-game name can be formed using Latin alphabets and numerics. It does not have to be unique.

However, Garena reserves the right to refuse names that are similar to well-known teams or clans.

Garena may also refuse any name that is deemed vulgar, offensive, discriminatory, or to be infringing on any copyrights. If an offending player does not change their name adequately, Garena reserves the right to freely change the player's name, or immediately disqualify the offending player.

5.3.1. Changing Survivor name

Upon successful registration, a player may not change their Survivor name for the remainder of the tournament. Players may change their Survivor name at any time between different tournaments.

5.3.2. Substitutions

A tournament may or may not allow substitutes to be registered in the roster. If a team's roster contains substitutes, they may only conduct substitutions in between matches. No substitution is allowed while a game is in progress.

6. Disciplinary Action

6.1. Rule Violation

A Player and/or his team will be subjected to disciplinary actions for violation of the Code of Conduct and Tournament Rules. Disciplinary action can range from warnings, penalty points, and fines, up to a ban from Garena Free Fire Tournaments.

6.1.1. Disciplinary Action table

Rule Violation	Action
Fraud & Cheating	
Deception	50 - 100 % of Prize Money deducted. Banned from all future Free Fire Official Tournaments, for up to 2 years
Collusion	50 - 100 % of Prize Money deducted. Banned from all future Free Fire Official Tournaments for up to 2 years
Hacking / Cheating / Modification of Game Client	50 - 100 % of Prize Money deducted. Banned from all future Free Fire Official Tournaments for up to 2 years
Deliberately exploiting Game Bugs / Glitch	25 - 50 % of the Prize Money deducted or the entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years
Looking at spectator monitors or mobile phones of other participants	10 - 25 % of Prize Money deducted or the entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years.
Installing / Using unauthorized software or application or device or peripheral	25 - 50 % of the Prize Money deducted or the entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years
Unsportsmanship and Improper Behaviour	

Late for assigned activities, including matches, health checks, photoshoots, and other content filming.	5 - 10 % of Prize Money deducted or the entire prize money forfeited.
Deliberate in-game suicide to prevent opponents from getting elimination points	5 - 10 % of Prize Money deducted or the entire prize money forfeited.
Deliberately aborting the app / disconnecting from a match	5 - 10 % of Prize Money deducted or the entire prize money forfeited.
Abusive or Offensive Language	5 - 10 % of Prize Money deducted or the entire prize money forfeited.
Uncooperative in investigations for violation of rules	5 - 10 % of Prize Money deducted or the entire prize money forfeited. Disqualify & Ban up to 2 years from all Free Fire Official Tournament
Absent for matches	25 - 50 % of the Prize Money deducted or the entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years.
Absent from player seat without authorization during and in-between matches.	5 - 20 % of Prize Money deducted or the entire prize money forfeited.
Abuse of official accounts provided by Garena (including but not limited to sharing accounts, logging in to accounts after the tournament period, and diamond gifting)	5% - 15% of Prize Money deducted or the entire prize money forfeited. Legal action taken against team/individual
Unsuitable webcam quality, set-up,	1 infraction point per offense.

or behavior on camera	
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6.1.2. Infraction Points table

Accumulated Infraction Points	Action
3 Infraction Points	25 - 50 % of Prize Money deducted or the entire prize money forfeited.
4+ Infraction Points	Disqualified & Ban 3 months from Garena Free Fire Tournament

6.1.3. Disqualification

Teams that are disqualified will have to forfeit the entirety of their monetary benefits (salaries, allowances, and prize money) from Free Fire Esports or/and be banned from future Free Fire Esports events.

7. Team Structure & Ownership

7.1. Team Verification & Requirements

Players are required to submit their personal information verification through identity cards or other forms of identification to ascertain their identity.

Players are to submit clear photos of themselves for usage during the tournament as per the instructions given. Players may be required to proceed to professional photo studios to have their photos taken in their team jerseys or the provided FFMC 2026 Spring Jerseys. No costs will be borne by the players. Tournament Organizers will approve or request a retake of photos accordingly. Failure to comply could result in disqualification of the team or changing of team members.

Team Names and Player in-game names are to be in Latin alphabetically and/or numerically. Team names and Player in-game names also are not to be related to any brands if unrelated or could result in copyright infringement.

Any teams or players not complying would have to change at their own expense.

Teams are not allowed to change their name unless approved by Tournament Organizers.

7.1.1. Team Size

At all times, a team is required to maintain a roster of 5 players in order to participate in any competitive games. However, in the case of a player removal — for reasons not limited to disqualification or forfeiture — from the roster during the tournament, Garena reserves the right to review and decide on the team size for the affected team.

7.1.2. Substitutions

Up to 1 substitute is allowed and the substitute player needs to be registered in the roster. If a team's roster contains substitutes, they may only conduct substitutions in between matches. No substitution is allowed while a game is in progress.

7.1.3. Team Captain

A team Captain will need to be designated among these 5 players. If the team does not have a Team Manager, the Team Captain will be responsible for any communication with Tournament Officials and providing timely updates to their team members.

7.2. Team Manager

Team Manager will be responsible for any communication with Tournament Officials.

Team Manager is optional. Teams without a manager are still eligible to register and participate in the Free Fire Official Tournament.

7.3. Team Ownership

A team can only be owned by an entity or group that is legally registered and recognized under a country's corporate law or companies act or equivalent.

An entity or group owns a team when registered as an owner during its registration in a Free Fire Official Competitive Tournament or through recognition via the provision of the official supporting legal documents during the tournament duration.

The team slot in any stage of the Free Fire official competitive tournaments belongs to the team owner.

Team ownership by a legally registered entity or group is optional. Teams without an owner are still eligible to register and participate in the Free Fire Official Tournament. Should a team not be owned by a legally registered entity or group, ownership will be awarded to the team Captain.

7.3.1. Ownership Restrictions

No entity or group can own more than 1 team in a tournament.

No entity or group can own more than 2 teams in the Free Fire Official Competitive Scene within the same server.

7.4. Team Name / Logos

A tournament may or may not require teams to have a unique team name/logo. If a team logo is required, the logo has to be of sufficient quality and etiquette, as deemed appropriate by Garena.

By joining any tournaments organized by Garena, all teams and participants will allow Garena to use their images (team logos, participant photos, interview videos, etc.) in promotional materials.

7.5. Sponsors/partnerships

Garena reserves the right to prohibit or remove teams with sponsors or partners that are solely or widely known for pornographic, drug use, or other adult/mature themes and products from Garena tournaments at any time. Sponsors that clash with Garena's tournament sponsors may also be disallowed from displaying their promotional materials during the tournament.

7.6. Tournament Commitments

By participating in FFMC 2026 Spring, all members from each team commit to their full participation throughout the tournament duration.

Participants must not join any other tournaments that may clash with the match day timings.

They must also commit to participation in any requested marketing and promotional campaigns and/or materials when requested to do so by Garena directly or via the tournament vendor.

8. Disclaimer

8.1. Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling of the tournament, and penalties for misconduct, lie solely with Garena officials, the decisions of which are final.

8.2. Rule Changes

These rules may be amended, modified or supplemented by Garena officials, from time to time, in order to ensure fair play and the integrity of the tournament

9. Copyright Notice

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- END -

Acknowledgement & Signature

Each participant represents that they have carefully read and fully understands all the provisions of these Rules, which sets forth the entire agreement between them and Garena with respect to the subject matter hereof, and acknowledges that they have not relied on any representation or statement, written or oral, not set forth in these Rules.

Each participant hereby, on behalf of themselves, their heirs, executors, administrators, attorneys, representatives, and assigns, agrees to and does hereby indemnify and release, acquit and forever discharge from liability Garena, its affiliates, and its and their respective past and present directors, officers, representatives, shareholders, agents, and employees, and all of the respective successors and assigns of the preceding persons and entities (the “Company Released Parties”) from any and all claims, obligations, actions, and causes of action, together with any contracts, agreements, and promises, in law or in equity, which the participant has or may have, which are known or may subsequently be discovered by him or her, arising out of acts or omissions by any Company Released Parties in respect of the FPMC 2026 Spring competition (including in relation to the prize awarded and its use).

These Rules are governed by the laws of the Republic of Singapore and any dispute arising out of or in connection with these Rules, including any question regarding its existence, validity, or termination, shall be referred to and finally resolved by arbitration in Singapore in accordance with the Arbitration Rules of the Singapore International Arbitration Centre (the “SIAC”) for the time being in force, which rules are deemed to be incorporated by reference in this clause. The seat of the arbitration shall be Singapore. The Tribunal shall consist of one arbitrator to be appointed by the President of the Court of Arbitration for the time being of the SIAC. The language of the arbitration shall be English.

IN WITNESS WHEREOF, the participant agrees to abide by the Rules set out above.

Team Name: _____ 1

Company
Stamp: _____ 1

Date: _____ 1

Signature of
members _____ 1