

Free Fire Clash Masters BD 2026 Spring

Official Competition Rulebook

Version 1.0

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Overview

This rulebook serves as the official guide created by Garena to regulate **Free Fire Clash Masters Bangladesh Spring 2026**, outlining 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.

Definition

Participants	Team & Players who are invited and verified by tournament's organisers
Team Lineup	5 players that represent a team and participate in the Free Fire World Series tournament
Match	Clash Squad 2 teams of 4 players will compete against each other. Team that win the competition define number of rounds will be determined as the winner
Squad	Team size of 4 Players that will participate in the game

Purpose & Position

To showcase the highest tier of competitive players/teams to our Free Fire fans, Free Fire has created the “**Free Fire Clash Masters Bangladesh Spring 2026**”, an annual global tournament. To participate, teams must qualify from their local/regional qualifying tournament held in various geographical regions.

FFCM BD 2026 Spring Rulebook establishes the general rules, terms, and conditions to participate in the FFCM BD 2026 Spring. Due to evolving circumstances and environment, tournament organisers 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, or via an official Garena appointed PIC/chaperone. Deviations or exemptions from the rulebook are subject to the tournament organiser'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 layers involved in the FFCM BD 2026 Spring, both directly and indirectly.

Validity

If any provision in the rulebook is deemed invalid or unenforceable, either partially or entirely, it will not affect the validity of the remaining rules in this rulebook. In place of such invalid provisions, the nearest approximation will be considered the applicable decision in accordance with the meaning 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.

Code of Conduct

All decisions regarding the interpretation of the following rules are exclusively governed by Garena and the decisions are absolute. All participants in FFCM BD 2026 Spring are required to adhere to the code of conduct. Failure by participants to comply with the code of conduct may result in warnings, fines, disqualifications, or suspension from future Free Fire Official Tournaments.

1.Tournament Format Detail

1.1. Match Days

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

Match	Day	Date	Time
Group Stage Day 1	Thursday	26th March, 2026	14:30:00 - 18:30:00
Group Stage Day 2	Friday	27th March, 2026	14:30:00 - 18:30:00
Group Stage Day 3	Saturday	28th March, 2026	14:30:00 - Onwards
Elimination Stage Day 1	Thursday	2nd April, 2026	14:30:00 - Onwards
Elimination Stage Day 2	Friday	3rd April, 2026	14:30:00 - Onwards
Final Stage Day 1	Saturday	4th April, 2026	14:30:00 - Onwards

1.2. Tournament Participants

8 teams will be participating in FFCM BD 2026 Spring. Teams were selected based on their performance in FFBPL S1.

Region	Invited Teams	Total Slots
BANGLADESH	8 Teams from FFBPL S1	8

1.3. Tournament Format

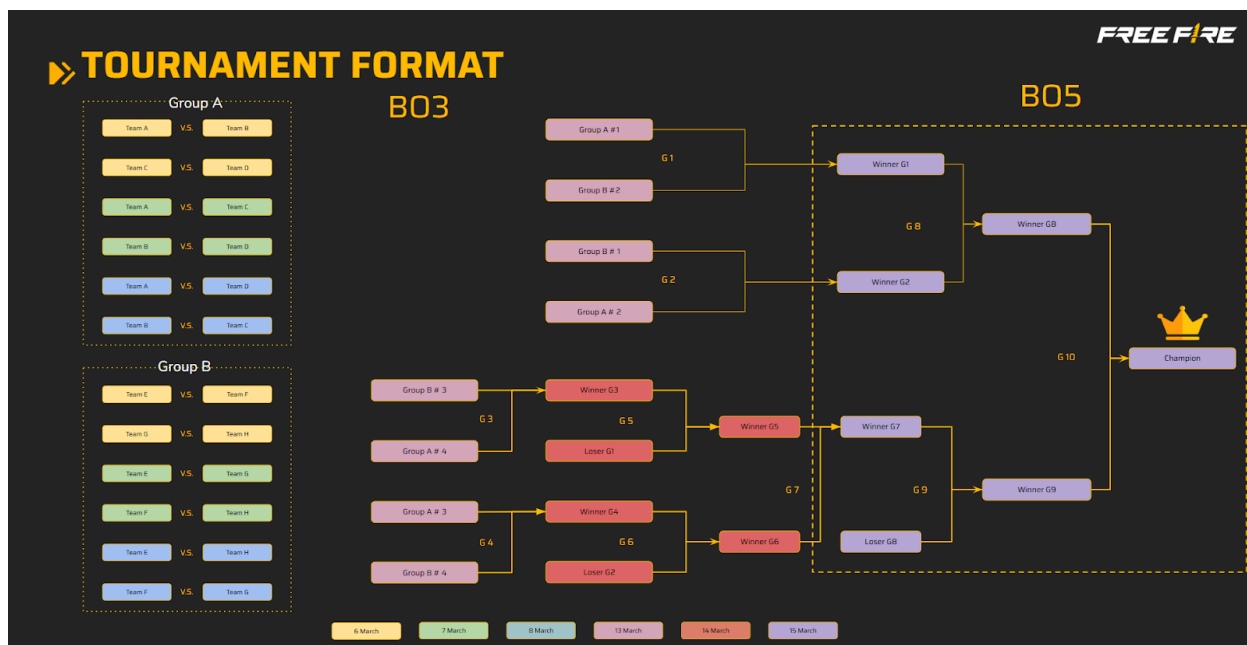
The tournament is divided into 3 stages - the Group Stage, Elimination Stage, and Semi & Grand Finals.

Stages	Detail
Group Stage 26 March - 28 March 2:30 pm gmt+6	Format: Best-of-Three (BO3) (In game BO11) Teams will be randomly assigned into 2 groups of 4. They will then play a single round-robin within their group to accumulate points in a single table per group.

	Point System: • Win = 3 points • Loss = 0 points Eg. For a BO3 with the score 2-1, only the team that won will receive 3 points. The losing team will not get any points. Tiebreakers: If teams are tied on points, ties will be broken in the following order: 1. Head-to-head result between tied teams 2. Map differential (total wins minus total losses in maps) 3. Total map wins 4. Round differential (total wins minus total losses in rounds) Group Ranking: Teams are ranked 1st to 4th within their group based on the total points they have accumulated during the round robin. This ranking will determine which bracket they play in the Elimination Stage.
Elimination Stage 2 April - 3 April 2:30pm gmt+6	Format: Best-of-Three (BO3) (In game BO11) Teams will play in a Double Elimination format with an Upper and Lower bracket. Qualifying conditions: • Upper Bracket: 1st/2nd place in each group • Lower Bracket: Placement: 3rd/4th place in each group • The top 2 scoring teams will NOT be facing each other in the and will be split into separate brackets in the Elimination Stage.
Semi & Grand Final 4 March 2:30pm gmt+6	Format: Best-of-Five (BO5) (In game BO11) Bracket: Random draw from four teams • Semi-final 1 • Semi-final 2 Advancement: • Winners of the semifinal matches advance to the Grand Final.

	Matchup: • The two semifinal winners will face off in the Grand Final. Outcome: • The winner of the Grand Final is crowned the tournament champion.
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1.3.1. Diagram for tournament flow



Bigger version available in the official tournament deck: [link](#)

1.3.2.Important Tournament Dates

MARCH						
M	T	W	T	F	S	S
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

APRIL						
M	T	W	T	F	S	S
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26

Dates	Activity
15 March	Roster Lock
26 March - 28 March	Group Stage
2 April - 3 April	Elimination Stage
4 April	Semi & Grand Finals

2. Participation

By accepting the invitation to FFCM BD 2026 Spring, teams and players agree to abide by the rules stated in this rulebook and any other regulations set forth by Garena.

2.1. Team Obligations

Team must adhere to all the rules set & declared by Garena as Follows:

2.1.1. Team ownership

- A team can only be owned by an entity or group 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 before receiving the invitation or receiving invitation or securing qualification to FFCM BD 2026 Spring
- Teams are allowed to transfer ownership after receiving the invitation or securing invitation to FFCM BD 2026 Spring with Garena approval
- The entity or group can only own 1 team from 1 region with a maximum ownership of 2 teams in total.

2.1.2. Tournament Commitment

By participating in FFCM BD 2026 Spring, all team members commit to their exclusive participation in FFCM BD 2026 Spring & will not join any other tournaments for the duration of FFCM BD 2026 Spring unless approved by Garena.

2.1.3. Team Roster

- Roster size will be 5 players.
- Invitations will be awarded to the team so long they fulfil the requirement of 50% of the original roster that was invited (ie. at least 3 players remain the same if a 5 member team was registered or 2 players remain the same if a 4 member team

was registered for the original roster). In short, the invited teams from FFBPL S1 must retain at least 3 players from the original roster

- Due to evolving & complex circumstances, tournament organisers may or may not allow substitutes to be registered on the roster.
- 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 communicating with tournament officials & providing timely updates to their team members.
- Players in-game names must be appropriate, if the player's name is deemed inappropriate they have to change to the new approved in-game name.

2.1.4. Coach, Manager & Analyst

- Team manager, coach & analyst is optional. Teams without a manager, coach & analyst are still eligible to participate in FFCM BD 2026 Spring.
- Team manager will be responsible for any communication with Tournament Officials & ensuring team's timely participation in FFCM BD 2026 Spring.
- All team managers, coaches, and analysts must be unique to one team only.
- All team managers, coaches, and analysts must be registered to the team during the roster lock

2.2. Player Obligations

2.2.1. Player Eligibility

- Based on the tournament's registration year, he/she has reached 16 years old or older.
- Player &/or his parent or legal guardian consent to the Global Rules & Regional Rules that he participates in.

2.3. Transfer Policy

2.3.1. Ownership Changes

Ownership changes include giving slots to other owners or collaboration with other entities such as sponsors. The change can happen before the tournament begins, subjected to the points below:

- No transfer window will be opened during the tournament duration.

- Permission for the changes mentioned above are needed only for updating on the official broadcast & promotion channels. Teams are allowed to make changes on their own channels based on Garena approval.
- It is mandatory for teams to align with Garena officials regarding the promotional plan for the amendment.

2.4. Publication & Promotion Activity

By joining FFCM BD 2026 Spring, all teams and participants will allow Garena to use their players' and team's imagery and media for promotional purposes. This includes, but is not limited to, team logos, participant photos, interview videos, player names, player voice chats, and team names.

Without expectation of compensation or other remuneration, now or in the future, all teams and participants grant Garena, its and its subsidiaries and affiliates, agents, contractors, and partners an irrevocable, non-exclusive, royalty-free, worldwide, perpetual and sub-licensable licence to use his/her image and likeness and/or interview statements from him/her in its publications, advertising or other media activities (including the internet). This licence includes, but is not limited to:

- The right to use the participant's name;
- The right to interview, film, photograph, tape, or otherwise make a video reproduction of such participant and/or record such participant's voice;
- The right to use quotes from any applicable interview(s) (or excerpts of such quotes), the film, photograph(s), tape(s) or reproduction(s) of such participant, and/or recording such participant's voice, in part or whole, in its publications, in newspapers, magazines, and other print media, on television, radio & electronic media (including the internet), in theatrical media and/or in mailings for marketing & publicity.

2.5. Non-disparagement

Each participant agrees that they will not, either orally or in writing, defame, comment negatively on, offer adverse opinions about, or disparage in any manner Garena, its and its sub-affiliates, affiliates' agents, contractors, and partners.

2.6. Discrimination & 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 their monetary winnings forfeited, or both.

2.7. Punctuality

All participants are expected to adhere to the tournament's schedule, ranging from the reporting time for the game, photoshoot, interviews, etc. Participants are expected to report to the Tournament's organisers within the requested time frame. Failure to adhere to the schedule issued by Tournament's organisers can result in penalties as listed in the rule book.

3. Game Format

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).

All games will be played using OB52.

3.1. In-Game Rules

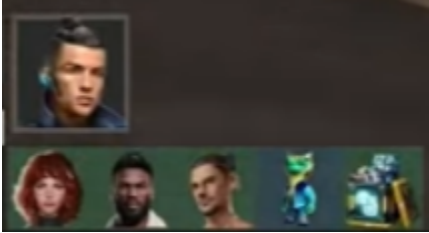
3.1.1. Game Configuration

The followings are the configuration for each game in FFCM BD 2026 Spring

- 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 allowed
- Each match will be set to 11 rounds

3.1.2. Character & Pets

Unique active skill: Each player in a team must use an active skill. Duplicate active skills within the same team are not allowed (i.e. each player's active skill must be different from each other).

Allowed - 1 active, 3 passive skills 	Not Allowed - 4 passive skills 
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The following are the Characters and Pets allowed in Free Fire Clash Masters Southeast Asia 2026 Spring:

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	Morse	

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				

3.1.3. Weapons/Costume/Skin

While inside a match, all opponents' costumes will be standardised. This prevents players from identifying each other through their costumes. Look Changer Emotes will also be prohibited as they bypass the generic outfit setting.

The broadcast content from the spectator's client will still showcase all players in their original costume of choice.

The following are prohibited:

- All Look Changer Emotes
- The Attack on Titan collaboration Titan-form skins - "Attack Titan" and "Armoured Titan"
- The Poring pet and any associated skins

3.1.4. Remake Match

In the event whereby a player was 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 usual manner.
- The bug occurred within 5 minutes into the match.
- A referee is promptly notified of the bug when it occurs.
- The bug is not triggered with malicious intent by the player.
- A non-exhaustive list of game-breaking bugs includes:
 - Being clipped through the floor and executed
 - Being stuck on objects (windows, launchers, etc.)
 - Being killed by fall damage after unexpected behaviour from driving vehicles
 - In-game Mic is not functioning at the start of the game
 - Death on landing / not in the plane, etc.

Remakes concerning other circumstances or bugs that were not stated above will be offered only at the sole discretion of the Garena officials and referees.

4. Clash Squad Game Format

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).

4.1. Overview

The eight invited teams will compete in the Round Robin Group Stage (Group Stage) and proceed to the Double Elimination Bracket Stage (Elimination Stage). The brackets are structured into Upper and Lower Brackets based on the teams' placements in the

Group Stage. Teams will play through the brackets, and the top four teams will compete in the Semi finals, with the top 2 qualifying for the Grand Finals.

4.2. Game Format

Group Stage - BO3:

- Teams will be randomly assigned into 2 groups of 4.
- Each match will be BO3.
- They will then play a single round-robin within their group to accumulate points in a single table per group.
- Teams are ranked 1st to 4th within their group based on the total points they have accumulated during the round robin. This ranking will determine which bracket they play in the Elimination Stage.
- No teams are eliminated in the Group Stage.

Elimination Stage - BO3:

- Teams will play in a Double Elimination format with an Upper and Lower bracket.
- Each match will be BO3.
- The top 2 scoring teams will NOT be facing each other in the and will be split into separate brackets in the Elimination Stage.
- Four teams will be eliminated by the end of the Elimination Stage.

Semi & Grand Finals - BO5:

- 4 teams from the Elimination Stage will compete in two BO5 Semi-Final matches
- The 2 losing teams in the semi-finals will be eliminated.
- The 2 winning teams will advance to the Grand Finals.
- The Grand Finals will also be a BO5 match, and the team that wins 3 games will be the Champion.

MAP PICK process is as follows:

The map pool for all stages shall be: Bermuda - Kalahari - NexTerra - Solara

Map pick will be held before the stream goes live, during the team call time.

The process will be recorded to be used in broadcast.

Teams may be asked to provide comments on their map picks.

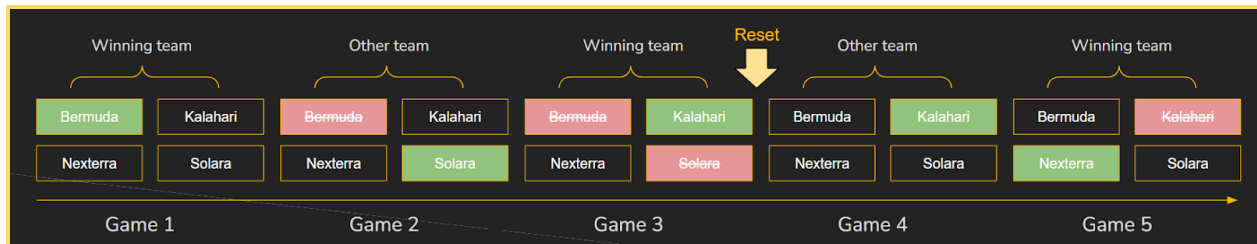
Group Stage & Elimination Stage - BO3:

- A random draw will be conducted to determine which team will pick the map first.
- The selected team (eg. Team A) will pick the map for the 1st game, the other team (eg. Team B) will pick for the 2nd game.

- Next the selected team (Team A) will pick the map for the last game.
- Summary of draw order: Team A > Team B > Team A

Semi & Grand Finals - BO5:

- Each team will select 1 player to compete against each other in a Lone Wolf game, and the winner will determine the map of Game 1 (eg. team A).
- The other team (eg. Team B) will pick the maps for Games 2 and 4.
- The map pool will be reset for Game 4 onwards to allow the teams more choices.
- The Lone Wolf winning team (eg. Team A) will pick the maps for Game 1, 3, and 5.
- Summary of draw order: Lone Wolf Winner (Team A) > Team B > Team A > Team B > Team A



Map POI Order

Each map will have a fixed POI order as follows below.
All spawn points will be randomly assigned.

Bermuda POI		
Round 1	Sentosa	Switch Side
Round 2		
Round 3	Clock Tower	
Round 4	Observatory	Switch Side
Round 5		
Round 6	Peak	
Round 7	Mill	Switch Side
Round 8		
Round 9	Hangar	
Round 10	Shipyard	Switch Side
Round 11		

Kalahari POI		
Round 1	The Maze	Switch Side
Round 2		
Round 3	Command Post	
Round 4	Santa Catarina	Switch Side
Round 5		
Round 6	Refinery	
Round 7	Bayfront	Switch Side
Round 8		
Round 9	Confinement	
Round 10	Council Hall	Switch Side
Round 11		

NexTerra POI		
Round 1	Deca Square	Switch Side
Round 2		
Round 3	Museum	
Round 4	Farmtopia	Switch Side
Round 5		
Round 6	Zipway	
Round 7	Grav Labs	Switch Side
Round 8		
Round 9	Rust Town	
Round 10	Intellect Center	Switch Side
Round 11		

Solara POI		
Round 1	Aquarium	Switch Side

Round 2		
Round 3	Archway	
Round 4	Eco Drain	Switch Side
Round 5		
Round 6	Bayside	
Round 7	Bloomtown	Switch Side
Round 8		
Round 9	Windmill	
Round 10	Studio	Switch Side
Round 11		

Lone Wolf Rules

- A BO1 solo (1v1) Lone Wolf match will be played to determine who gets first map pick for the Semi & Grand Finals matchups.
- In-game rounds: BO9

- Game Configuration
 - No Weapon Stats
 - Other settings will follow the default Lone Wolf configuration as per below:

ROUNDS	9	HP	200
EP	0	MOVEMENT SPEED	100%
JUMP HEIGHT	100%		

ENVIRONMENT	☒ DAY	☐ NIGHT	HOT	AMMO LIMIT	☐ ? ☒ YES	☐ NO
HOT THROWABLE LIMIT	☐ ? ☒ YES	☐ NO		HIGH TIER LOOT ZONE	☒ YES	☐ NO
SUPPLY GADGET	☐ YES	☒ NO		GENERIC ENEMY OUTFIT	☐ ? ☐ YES	☒ NO
FRIENDLY FIRE	☐ ? ☐ YES	☒ NO		GAMEPLAY	☐ DEFAULT	☒ COMPETITIVE
RANDOM MAP	☒ YES	☐ NO		PRECISE AIM	☐ ? ☒ YES	☐ NO
CHARACTER SKILL	☒ YES	☐ NO		GUN ATTRIBUTES	☐ ? ☐ YES	☒ NO
QUIT-OUT PENALTY	☐ YES	☒ NO		HEADSHOT	☐ ? ☐ YES	☒ NO

BAN/PICK process is as follows:

A random draw will be made to determine which team will Ban/Pick in Game 1.

From Game 2 onwards, the losing team will get to 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 use an active skill, and they must be unique

4.3. Game Configuration

The followings are the configuration for each game in Free Fire Clash Masters Southeast Asia 2026 Spring:

- 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, each team will confirm their banned skill with the referee. After both teams have confirmed their bans, the active skill selection will begin. Players from both teams will confirm their selections with the referee turn by turn as prompted by the Ban/Pick tool.
- In-game configuration
 - 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 allowed
 - Each match will be set to 11 rounds

4.4. 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. Such as:

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.
- The Head Referee reserves the right to make the final decisions and any necessary adjustments regarding match restarts

4.5. Store Settings

Store settings will be bound to each map. Teams should consider this carefully when picking their map orders.

Bermuda Store				
Tier 1	M500	USP-2	UZI	Deagle
Gold	400	500	900	900
Tier 2	G36	MP5	Parafal	UMP
Gold	1000	1300	1400	1500
Tier 3	AK47	Thompson	M4A1-2	M1014-3
Gold	1500	1500	1700	1800
Tier 4	MP40	Scar-2	AC80	M1887
Gold	1800	1800	1800	1800
Tier 5	M590	1887-X	Groza-X	AWM-Y
Gold	2800	2800	2800	4000
Items	Lvl 2 Vest	Lvl 2 Helmet	Lvl 3 Vest Upgrade	Armor Repair
Gold	400	200	600	200
Grenade	Grenade *1 Team limit * 2	Gloo Wall *3	Smoke Grenade *1 Team limit * 2	Mushroom
Gold	500	200	100	100
Cyberairdrop store	Dragon Freeze Team limit * 2	Steffie skill Team limit * 2	Ryden skill Team limit * 1	lv4 vest
Gold	300	800	1200	1500
Team Booster (loadout store)	Team Full EP	Faster EP conversion		
Gold	500	1500		
Tactical Market (loadout store)	Special Mushroom	UAV	Chrono skill	
Gold	100	300	1200	

Kalahari Store				
Tier 1	M500	USP-2	Deagle	M1917
Gold	400	500	900	900
Tier 2	G36	MAC10	Parafal	VSS
Gold	1000	1300	1400	1500
Tier 3	XM8	P90	M4A1-2	MAG7
Gold	1500	1500	1700	1700
Tier 4	1887	SCAR2-max	Winchester-3	AC80
Gold	1800	1800	1800	2000
Tier 5	Trogon Team limit * 1	1887-X Team limit * 1	Groza-X Team limit * 1	AWM-Y Team limit * 1
Gold	2200	2800	2800	4000
Items	Lvl 2 Vest	Lvl 2 Helmet	Lvl 3 Vest Upgrade	Armor Repair
Gold	400	200	600	200
Grenade	Grenade *1 Team limit * 2	Gloo Wall *3	Flash Freeze Team limit * 2	Mushroom
Gold	500	200	300	100
Cyberairdrop store	Dragon Freeze Team limit * 2	Skylar skill card Team limit * 1	Clu skill card Team limit * 1	lv4 vest
Gold	200	800	1200	1500
Team Booster (loadout store)	Team Full EP	Faster EP conversion		
Gold	500	1500		
Tactical Market (loadout store)	Special Mushroom	UAV	Chrono skill	
Gold	100	300	1200	

Solara Store				
Tier 1	M500	M1873	M1917	UZI

Gold	400	500	900	900
Tier 2	AN94	MAC10	Parafal	UMP
Gold	1000	1300	1400	1500
Tier 3	P90	MAG7	M14-2	M1887
Gold	1500	1700	1700	1800
Tier 4	MP40	Scar-2	SKS	M1014-3
Gold	1800	1800	1800	1800
Tier 5	M590 team limit * 1	Thompson-X team limit * 1	1887-X team limit * 1	AWM-Y team limit * 1
Gold	2800	2600	2800	4000
Items	Lvl 2 Vest	Lvl 2 Helmet	Lvl 3 Vest Upgrade	Armor Repair
Gold	400	200	600	200
Grenade	Flash Freeze Team limit * 2	Gloo Wall *3	Dragon Sprinters	Mushroom
Gold	300	200	100	100
Cyberairdrop store	Dragon Freeze Team limit * 2	Alok Team limit * 2	Homer skill card Team limit * 1	lv4 vest
Gold	200	800	1200	1500
Team Booster (loadout store)	Team Full EP	Faster EP conversion		
Gold	500	1500		
Tactical Market (loadout store)	Special Mushroom	UAV	Chrono skill	
Gold	100	300	1200	

Nexterra Store				
Tier 1	M500	G18	UZI	Deagle

Gold	400	500	900	900
Tier 2	Kingfisher	MP5	AUG	VSS
Gold	1000	1300	1400	1500
Tier 3	AK47	Thompson	M14-2	1887
Gold	1500	1500	1700	1800
Tier 4	M1014-3 Team limit * 2	Scar-2 Team limit * 2	Winchester-3 Team limit * 2	MP40 Team limit * 2
Gold	1800	1800	1800	1800
Tier 5	Trogon Team limit * 1	Thomson-X Team limit * 1	1887-X Team limit * 1	Groza-X Team limit * 1
Gold	2200	2600	2800	2800
Items	Lvl 2 Vest	Lvl 2 Helmet	Lvl 3 Vest Upgrade	Armor Repair
Gold	400	200	600	200
Grenade	Dragon Sprinters Team limit * 2	Gloo Wall *3	Smoke Grenade *1 Team limit * 2	Mushroom
Gold	100	200	100	100
Cyberairdrop store	Energizer Team limit * 2	Skylar skill card Team limit * 2	A124 skill card Team limit * 1	lv4 vest
Gold	100	800	1200	1500
Team Booster (loadout store)	Team Full EP	Faster EP conversion		
Gold	500	1500		
Tactical Market (loadout store)	Special Mushroom	UAV	Chrono skill	
Gold	100	300	1200	

5. Game Rules

5.1. Definition of Terms

5.1.1. Unintentional Disconnection

A Player losing connection to the Game due to problems or issues with the game client, cell phone, network or other devices.

5.1.2. Intentional Disconnection

A Player losing connection to the Game due to Player's actions (i.e. quitting the Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.

5.1.3. Server Crash

All Players losing connection to a Game due to an issue with a game server, Match Server, or venue internet instability.

5.1.4. Bug

Bugs could lead to incorrect or abnormal results of the game, or even cause faults, flaws, malfunction or defects of game data or hardware equipment.

5.2. Game of Record

A game of record ("GOR") refers to a Game where all players have loaded, and which has progressed to a point of meaningful interaction between opposing Teams. Once a Game attains GOR status, the period in which incidental restarts may be permitted ends and a Game will be considered as "Official" from that point onward. After the establishment of GOR, Game restarts will be allowed only under limited conditions. Examples of conditions which establish GOR: ***Planes enter the zone whereby players are allowed to drop.***

5.3. Stoppage of Play

If a Player intentionally disconnects without notifying the official referee, the referee is not required to enforce a stoppage. During any pause or stoppage, players may not leave the Match Area unless authorised by an official referee.

5.4. Acceptable Reason for Pause

The committee may consider for a pause if any of the following occurred prior to GOR

5.4.1. Network Issues

- Full Disconnection
- Full Loss of control due to lag
- Heavy lag that causes input delays

Lag must be truly felt by the players and will be observed by referees to determine its legitimacy.

The latency on the game interface simply increasing in number is not an accurate indication that there are actual lag issues occurring for a player.

5.4.2. Severe Phone input delays or FPS drops

5.4.3. In-game bug that cause the player to unable to continue playing normally

5.5. Remaking the Game

Under which conditions can a Game be reset is entirely decided by the head referee. The following conditions are examples used to illustrate:

5.5.1. Remakes before GOR

The following are examples of situations in which a Game may be remade if GOR has not been established:

- If a Player notices that Player's settings have not applied correctly due to a bug between the game lobby and Match, the Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.
- If the head referee determines that technical difficulties will not allow for the Game to resume as normal

5.5.2. Remakes after GOR

The following are examples of situations in which a Game may be restarted after GOR has been established :

- If a game experiences a critical bug at any point during the Match which significantly alters game stats or gameplay mechanics.
- If a head referee determines that there are environmental conditions which are unfair (e.g. unacceptable safety risks).

5.6. 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 a 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 pet skill and switching tab to glide further
- Deliberately landing on spots on the map that allow you to be unobservable and unforgettable 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 (terrain 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.
- Intentionally shooting through any solid object, wall, or surface.

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

6. Event Rules

6.1. Equipment

6.1.1. Phones

Players will use their own phones to participate in FFCM BD 2026 Spring.

6.1.2. Software / Application

Only software/applications installed and authorised by tournament organisers are allowed to be used throughout the tournament. Participants are not allowed to use any software/application without authorization. Only Free Fire clients (Free Fire Max & Free Fire) are allowed to be used. No tampering with the Free Fire client is allowed during the event's entire course, including the pre-event period.

Players are not allowed to modify the game files. This includes but not limited to the following action

- Deleting the game app, Free Fire, and/or Free Fire Max.
- Deleting any in-game DLC from the download centre.

Free Fire PC observer client and replays will also be provided to each team during the event for strategy discussion. PC observer clients may not be used during the tournament period without authorization.

6.1.3. Device Peripherals

The following peripherals are allowed to be used during the tournament

- Screen protector and phone case
- Finger glove for mobile gaming
- Gaming or baby powder for the purpose of anti-slip / anti-sweat powder (items provided by the players will need to be assessed by tournament referees)

The following peripherals are **NOT** allowed to be used during the tournament

- Any other peripherals without prior consent from Garena

6.1.4. Headphones

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

6.2. Network

6.2.1. Phone connection

Teams are responsible for sourcing and maintaining their own stable internet connection for the tournament.

6.3. In-between Match Activities

6.3.1. Coaching

Coaches are allowed to communicate with the teams to discuss upcoming tactics during the breaks.

6.3.2. Substitution

Teams are required to inform referees their decision for subs, IMMEDIATELY after a match ends. No substitutes can be made 2 mins after a match ends. Late requests will not be entertained.

6.3.3. Match Break

Teams will be given a short break after each match, duration of the break will depend on each day's match schedule. Individuals from the teams can request for an urgent toilet break during other breaks after notifying referees.

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).

6.4. Tournament Administration & Officials

The instructions of Tournament Administration & the tournament administration should always be obeyed & followed. Failure to do so may result in penalties..

6.5. Player & Tournament brief

The Player Handbook and tournament briefs/announcements are documents that will be sent to the participants by mail or Discord before the tournament. They are meant as extensions to the rulebook for a specific event and are equally binding. During Live Matches, Tournament Administrators have the option to conduct an in-person Tournament Briefing,

which is mandatory for all participating teams to attend. The content in the Tournament Briefing will be delivered to the teams by email once the briefing has concluded.

6.6. Technical Checklist

After completing their setup process, the players sign off on a form in which the player declares that the playing conditions are suitable for fair play and all equipment has been set up correctly and is in working order (herein referred to as the “Technical Checklist”). This process exists to ensure the integrity of the system used to compete before the match starts.

Technical pauses caused by problems that would have been noticed if the Technical Checks had been properly conducted will be warned & if repeatedly happen will be punished based on disciplinary action. By signing the Technical Checklist, participants confirm that they are ready to start their match as scheduled. Participants may be required to start the match even if they failed to properly complete this process in the time supplied by the Tournament Administration.

6.7. Clothing

The players and teams need to ensure that they are all in equal coloured team attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties awarded for minor violations of this rule, but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. Participating players are required to be appropriately attired and wear clothing throughout the duration of FFCM BD 2026 Spring.. Any delay caused by change of clothing will be considered the players fault and penalised according to the rules of Punctuality.

6.8. Media Obligations

Garena can decide that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes. Not fulfilling the media or comparable obligations will result in disciplinary actions.

6.9. Tournament Areas

6.9.1. Food, drinks & behaviour

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Candy or gum is allowed but should be consumed discreetly. Smoking or vaping is also strictly prohibited. Only provided beverages and small items like chewing gum or candy are allowed on the stage for discreet consumption.

6.9.2. Removable media & Equipment

It is strictly forbidden to connect, modify or use any removable media on the tournament devices without prior permission & approval from Garena. It is strictly forbidden to modify, connect, disconnect or manipulate any equipment provided on the stage without prior approval.

6.9.3. Cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices on the stage unless prior permitted by Garena. Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies or event setup unless otherwise authorised by Garena.

Coaches are allowed to bring electronics such as tablets to the stage during break period for coaching purposes only.

6.9.4. Unused Items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by Garena. Valuable items should be stored by the Team in a safe place prior to entering the arena. Garena cannot be held liable for loss or damage of any items which are stored in the venue.

6.9.5. Use of Devices

All devices provided by Garena must only be used for tournament purposes. Unauthorised use of devices (browsing social media, etc.) will result in punishment. Unsanctioned modification of the devices could result in confiscation of the devices that are determined as an attempt to bypass security functions or anti-cheat measures on the devices have been made, the team will receive penalties ranging from fines, penalty points and disqualification.

7. Disciplinary Actions

7.1. Definition

Disciplinary action will be taken for rule violations within FFCM BD 2026 Spring such as violations of the Code of Conduct & Tournament Rules. Participants will be informed about the punishment & will be given a time until they can appeal the decision. Disciplinary action can range from a warning, penalty points, monetary fines, default loses, player/team suspension or disqualification, to a ban from Garena Free Fire Tournaments. depending on the incident in question & often combinations of two or more of those.

7.2. Violation List

Rule Violation
Fraud & Cheating
Cheating
Deception
Collusion
Hacking
Deliberately exploiting Game Bugs / Glitch
Looking at spectator monitors or mobile phones of other participants
Installing / Using unauthorised software or application or device or peripheral
Unsportsmanship and improper Behaviour.
Unauthorised filming, photographing, and uploading of any part of the event
Late/declining for assigned activities, including scrim, roster submission, match, health checks, photoshoots, and other content filming.
Deliberate in-game suicide to prevent opponents from getting kill points
Deliberately aborting app / disconnecting from a match
Deliberately damaging tournament devices or tournament area equipment
Abusive or Offensive Language
Absent for matches
Absent from player seat without authorisation during and in-between matches.
Poaching or colluding with other teams to create a new team while still in contract
Abuse of official accounts provided by Garena (including but not limited to sharing accounts, logging in to accounts after tournament period, diamond gifting)

7.3. Disciplinary Action table

List of penalties for violations committed by teams	
Category	Action
Minor Penalties	15 points deduction on daily standings and/or 5 - 10 % of Prize Money deducted.
Moderate Penalties	30 points deduction on daily standings and/or 10 - 20 % of Prize Money deducted.
Major Penalties	Disqualified from Free Fire Clash Masters Southeast Asia 2026 Spring. Entire prize money forfeited Banned from all future Free Fire Official Tournaments
List of penalties for violations committed by players	
Minor Penalties	Prohibition on playing for 1 matchday & \$500 fine.
Moderate Penalties	Prohibition on playing for 3 matchdays & \$1.000 fine.
Major Penalties	Disqualified from Free Fire Clash Masters Southeast Asia 2026 Spring, Banned from all future Free Fire Official Tournaments

8.Prize Pool & Expenses

FFCM BD 2026 Spring Prize Pool is 1,000,000 BDT. Below are the prize breakdown for the participating team:

FFCM BD Spring 2026	
Rank	Prize (BDT)
Champion (1st)	3,50,000
Runner-up (2nd)	2,00,000
3rd Place	1,50,000
4th Place	1,20,000
5th Place	60,000
6th Place	60,000
7th Place	30,000
8th Place	30,000
Total	10,00,000

Prize Deduction

Rules violation may also impact prize deduction to the team, as stated down below;

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	50 - 100 % of Prize Money deducted or entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years.
Deliberately exploiting Game Bugs / Glitch	25 - 50 % of Prize Money deducted or 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 entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years.
Installing / Using unauthorised software or application or device or peripheral	25 - 50 % of Prize Money deducted or entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years
Unsportsmanship and improper Behaviour.	
Unauthorised filming, photographing, and uploading of any part of the event	10 - 20 % of Prize Money deducted or entire prize money forfeited.
Late or declining for assigned activities, including roster submission, matches, health checks, photoshoots, filming & any other assigned activities needed during tournament period	5 - 10 % of Prize Money deducted or entire prize money forfeited.
Deliberate in-game suicide to prevent opponents from getting kill points	5 - 10 % of Prize Money deducted or entire prize money forfeited.
Deliberately aborting app / disconnecting from a match or deliberately deleting in-game package.	5 - 10 % of Prize Money deducted or entire prize money forfeited.
Deliberately damaging tournament devices	5 - 10 % of Prize Money deducted or entire prize money forfeited.
Abusive or Offensive Language	5 - 10 % of Prize Money deducted or entire prize money forfeited.
Uncooperative in investigations for violation of rules	5 - 10 % of Prize Money deducted or entire prize money forfeited. Disqualify & Ban up to 2 years from all Free Fire Official Tournament

Absent for matches	25 - 50 % of Prize Money deducted or entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years.
Absent from player seat without authorisation during and in-between matches.	5 - 20 % of Prize Money deducted or entire prize money forfeited.
Poaching or colluding with other teams to create a new team while still in contract	25 - 50 % of Prize Money deducted or entire prize money forfeited. Banned from all future Free Fire Official Tournaments for up to 2 years
Abuse of official accounts provided by Garena (including but not limited to sharing accounts, logging in to accounts after tournament period, diamond gifting)	5% - 15% of Prize Money deducted or entire prize money forfeited. Legal action taken against team/individual

Participants are required to fill in a form to provide all necessary information for prize disbursements within 7 days after the tournament ends. Failure to provide this information after the tournament ends will result in penalties or even cancellation of prize disbursement.

9. 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 FFBPL S2 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.

By: _____1

Team Name: _____1

Date: _____1

Signature of
members _____1