



2026

PUBG MOBILE

National Championship

Myanmar

Spring

Rulesbook

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1. Tournament Structure

Overview

2026 PUBG MOBILE National Championship Myanmar (“**2026 PMNC MM**”) will be a stepping stone for teams to compete in 2026 PUBG MOBILE Challenger League. 2026 PMNC Myanmar Participants will undergo open qualifiers to compete for the best of the best moving forward to the group stages and grand finals.

The Grand Finalists will compete against each other to earn a spot in the 2026 PUBG MOBILE Challenger League.

1.1. Acceptance

1.1.1. Each Team Member must agree to these Competition Rules and the Registration Rules in order to participate in the 2026 PMNC Myanmar Spring. A Team Member may accept these Competition Rules by registering to participate in the 2026 PMNC Myanmar in accordance with the Registration Rules or by participating in any Tournament.

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

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

and the Registration Requirements as provided in Section 1.1.1.

1.2. Changes to Competition Rules

The field of esports and the mobile games played in esports are changing rapidly, and these General Rules and the Competition-Specific Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and updates to PUBG MOBILE. Accordingly, Proxima may update, amend or supplement these General Rules and the Competition-Specific Rules from time to time, and may interpret or apply these General Rules and the Competition-Specific Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these General Rules or the Competition-Specific Rules will be provided to the Team's Team Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these General Rules and the Competition-Specific Rules to other Team Members. Participation in any Tournament will constitute acceptance of the changed rules, instructions and guidance.

1.3. Enforcement of the Competition Rules

Proxima Beta Pte. Limited ("**Proxima**") has retained the right as the tournament officials ("**PMNC Official**"). PMNC Officials at all times may act with the necessary authority to preserve the best interests of the PMNC. This power is not constrained by the lack of any specific language in this document. PMNC officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the PMNC.

The Tournament Organizer, Game Cast Network ("**Tournament Organizer**") is appointed to operate certain PMNC Tournaments (2026 PMNC Myanmar Spring). The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament and for ensuring compliance with these Competition Rules and the Registration Rules.

1.4. Privacy Policy

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

1.1. Registration Format

1.1.1. General

1.1.1.1. Players will be required to submit the necessary basic information as indicated in the registration document.

1.1.1.2. In order to be eligible to participate in a Tournament as a player, an individual must have reached 16 years of age or older (i.e., the player has lived for at least 16 calendar years) as of the Tournament start date. If a player is 16 years of age or older but under the age of majority in his or her country of residence before the start of the Tournament, he or she may still compete in the Tournament if (1) he or she meets the other eligibility criteria in these General Rules and the applicable Competition-Specific Rules, and (2) a parent or legal guardian accepts these General Rules and the applicable Competition-Specific Rules on behalf of the player, and consents to the player's participation in the Tournament using [a parental consent form](#) provided by the Tournament Organizer.

(i) Players agree to participate in the Qualifiers Round.

(ii) Players agree to participate in the Semi-Finals Round.

(iii) Players agree to participate in the Grand Finals.

(iv) Registration Duration: Registration will start on 9th of February until 25th of February, 2026.

(v) Registration closes at 10.00PM GMT+6:30, or when the slots are full, whichever comes first. Confirmation closes at 11.00PM GMT+6:30, or when the slots are full, whichever comes first.

1.1.2. Multiple Teams. Players may not play for or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the

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

1.1.3. Regional Requirement. In order to maintain the regional identity of teams that compete in a global competition and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain, at all times during any Official Competition, at least three players on its roster that are Residents (as defined below) of the Team’s home region and at least two of the Team’s players participating in any Tournament Game must be Residents of the Team’s home Region.

Total Member	6	5
Country Representative	Min 3	Min 3
Region Representative	Max 2	Max 1
Any	Max 1	Max 1

- A. **Team’s Region.** A Team’s home Region is identified by the Team Captain at the time of registration and may not be changed at any time during an Official Competition without the prior written approval of the Tournament Officials.

- B. **Resident Defined.** A player is considered a “Resident” of a particular Region for the purposes of an Official Competition if the player is, on the date that the player registers for the Official Competition, either (i) a lawful resident of a jurisdiction in such Region on the first day of the Tournament, or (ii) a citizen or national of a country in such Region. All matters relating to the determination of a player’s Region or residency shall, for purposes of the Official Competition, be resolved by the Tournament Officials in their sole discretion.

C. Certification of Residency. All players shall certify their residency prior to participation in any live, in-person Tournament (“LAN Event”) or Online Event by providing proof of residency as defined below. Tournament Officials reserve the right to request legal proof to verify a player’s age, residency or compliance with other eligibility requirements in these General Rules or in the Registration Requirements.

D. Proof of Residency. To be certified as a Resident by Tournament Officials, a player must prove lawful residency in the Region with a valid identification document (e.g. driver’s license, passport, national identity card) issued by a governmental authority of a jurisdiction in the Region or have a valid residency visa (i.e., work visa, athlete visa, student visa). For the avoidance of doubt, a tourist visa does not satisfy the residency requirement. Teams that qualify for LAN Events must provide passport information for all players to verify travel arrangements to such LAN Events.

E. Single Residency Status. A player may only be a Resident of a single Region at any point in time, regardless of whether that player has lawful resident status in multiple Regions. Once a player declares residency in one Region in which he/she is eligible, the player may only switch Regions with advance approval by Tournament Officials. If a player becomes a lawful resident of a jurisdiction located in another Region during the course of a Season, the player will only be recognized as a Resident of such Region as of the date of the first Tournament Game in the next Official Competition.

- F. Residence Requirement Violations.** Each Team is responsible for ensuring that its players meet the applicable residency requirements and that the Team has the required minimum number of players who are residents of its Region. It shall be a violation of these General Rules, by both the Team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and Region. Such a violation will subject the Team and/or player to disciplinary measures as outlined in these General Rules and the Registration Requirements.
- G. No Tencent, Krafton or Tournament Organizer Employees** Team Members may not be employees of Proxima Beta Pte. Limited ("**Proxima**"), Krafton, Inc. (formerly Bluehole), Hero Esport. or any of their respective affiliates at any point during the 2026 PMNC Myanmar Spring competitive Season.

1.2. Tournament Format

1.2.1. PMNC Myanmar Selection Process

Qualifier Stage

The Qualifier Stage of the 2026 PUBG MOBILE NATIONAL CHAMPIONSHIP MYANMAR will be held from 25 February - 4 March 2026. All registered teams will participate in this stage via the in-game tournament system.

Scoring System

Each team's final score is called Rank Point.

Rank Point :

For specific scoring rules, refer to the ranking points rules;

The total ranking for each round will be determined by the highest scores from each map as the team's ranking

points; if two or more teams have the same score, the team ranking will be decided according to the following tie-breaking rules;

(a) The total number of first-place finishes in matches used to calculate the team's total rank points in this round of qualifiers (total number of first-place finishes in the best match statistics across all maps)

(b) The total number of eliminations accumulated in matches used to calculate the team's total rank points in this round of qualifiers (total number of eliminations accumulated in the best match statistics across all maps)

(c) The total accumulated damage value from matches used to calculate the team's overall ranking points in this round of qualifiers (accumulated damage value from the best 1 match in each map's statistics)

(d) The total accumulated survival time from matches used to calculate the team's overall ranking points in this round of qualifiers (accumulated survival time from the best 1 match in each map's statistics)"

Advancement

Top 32 teams based on Rank Point will qualify for the Semi-Finals Stage.

The result will be announced on the registration website and official PUBG MOBILE MM page.

Semi-Final Stage

(i) **Semi-Final matches will not be broadcasted.**

(ii) A total of **32 teams**, consisting of the **top 32 teams from each Qualifier Stage**, will advance to the Semi-Final Stage. These teams will be divided into **2 groups** of **16 teams** each.

(iii) Each group will play a total of **12 matches** (maps) to determine the rankings.

(iv) The **top 5 teams** from each group (total of 10 teams) will qualify for the **Grand Finals**.

(v) The **next 8 teams** in each group (positions 6–13) will proceed to the **Last Chance Stage**.

(vi) The **bottom 3 teams** in each group (positions 14–16) will be **eliminated** from the tournament.

(v) Teams must join **technical rehearsals** (including API Test, Network Test, and Production Test). A **penalty of -9 points** will be given to teams that fail to attend.

(vi) All matches from each Semi-Final group will be held **simultaneously**.

Last Chance Stage

(i) **Last Chance matches will not be broadcasted.**

(ii) The Last Chance Stage will take place on **15 March**.

(ii) A total of 16 teams, consisting of the 5th to 12th place teams from each Semi-Final Stage group, will participate in the Last Chance round.

(iii) The Last Chance stage will consist of 6 matches played in a single day (1x Rondo , 3x Erangel, 2x Miramar).

(iv) Only the Top 2 teams from the Last Chance round will advance to the Final Stage.

(iv) We will require teams to participate in the technical rehearsals (API Test, Network Test, Production Test) to ensure smooth quality of broadcast. First time team will be given warning and Second time A deduction of -9 points will be imposed for teams who will not be able to join the test run.

(v) All matches from each “Last Chance Stage” group will be held simultaneously.

Grand Finals Stage

- (i) The Grand Finals will be Online and take place on 27-29 March.
- (ii) A total of 16 teams will participate, including 4 Invited teams, 10 teams advancing from the Semi-Finals, and 2 teams advancing from Last Chance.
- (iii) Over the course of 3 days, the teams will compete in a total of 18 matches to determine the champions. (9 times for Erangel, 6 times for Miramar and 3 times for Rondo).
- (iv) We will require teams to participate in the technical rehearsals to ensure smooth quality of broadcast. A deduction of points and prize money will be imposed for teams who will not be able to join the test run.
- (v) We will require GAC (Game Anti Cheat Tool) for the players who have qualified to the Grand Finals and all information will be collected by the Officials after the Semi-Final Stage.

1.3. Scoring System

1.3.1. PMNC Myanmar Scoring System

This is applicable for the Squad Categories.

Squad Scoring System			
Elimination Points		1	
End-Game Placement Points			
Placement	Points	Placement	Points
1st Place	10	9th Place	0
2nd Place	6	10th Place	0
3rd Place	5	11th Place	0
4th Place	4	12th Place	0
5th Place	3	13th Place	0

6th Place	2	14th Place	0
7th Place	1	15th Place	0
8th Place	1	16th Place	0

1.4. Tiebreakers

In the case that two or more different players in a group have the same amount of points and the rankings are unable to be determined, the tiebreaker procedures will be run in the particular order:

- (a) Total times of winning the first placement across all Tournament Games in the applicable stage.
- (b) Total accumulated placement points across all Tournament Games in the applicable stage.
- (c) Total accumulated kills across all Tournament Games in the applicable stage.
- (d) Placement in the most recent match of the Tournament stage.

1.5. Tournament Schedule

1.5.1. 2026 PMNC MM Spring

In-Game Qualifiers Round

Qualifier Round 1 Day 1 : February 27, 2026.

Qualifier Round 1 Day 2 : February 28, 2026.

Qualifier Round 1 Day 3 : March 01, 2026.

Qualifier Round 2 Day 1 : TBD

Qualifier Round 2 Day 2 : TBD

Qualifier Round 2 Day 3 : TBD

Semi-Final

Day 1 of Semi-Final group A B: March 13, 2026.

Day 2 of Semi-Final group A B: March 14, 2026.

Last Chance

Last Chance : March 15, 2026.

Grand Finals

Day 1 of Grand Finals : March 27, 2026.
Day 2 of Grand Finals : March 28, 2026.
Day 3 of Grand Finals : March 29, 2026.

1.6. Prize Pool Distribution

TOTAL PRIZE POOL: 8,000,000 MMK	
Champions	4,000,000 MMK
Rank 2	2,500,000 MMK
Rank 3	1,500,000 MMK

2. General Pre-game Setup

2.1. Game Version

The version of PUBG MOBILE used for Tournament Games will be determined by the Tournament Organiser.

2.2. Player Accounts

A player's gamer tag or in-game nickname ("Gamer Tag") must consist of the player's Team name (or acronym or other word representative of the Team name) and player name in the format of "TEAMNAMEPLAYERNAME". The Team name part should not be longer than 4 characters, the player name part should not be longer than 8 characters. For example, a player named "Lucky" on team "All Stars" might have the Gamer Tag "ASLucky". Gamer Tags will be selected at the time of registration and may not be changed at any time during the 2026 PMNC Myanmar without the prior written approval of the PMNC Officials.

Examples of accepted Gamer Tag:

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

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

Examples of banned Gamer Tag:

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

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

Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player’s name or Gamer Tag shall be with the player. PMNC Officials reserve the right to reject any Gamer Tag selected by a player and to require the player to select an alternate Gamer Tag that complies with these Competition Rules.

All the accounts used by the players will need to have their Game ID be submitted to us via the registration form.

Player accounts registered may not be changed until the end of the 2026 PUBG MOBILE National Championship (“**2026 PMNC MM**”). Player accounts are bound to the player and may not be used by other players until the end of the PMNC MM. If a player loses access to their account, they may request to change their account by contacting the PMNC Official. Their request to change is subject to approval by the PMNC Official.

2.3. Communication

The representative of a team will need to enter the official PMNC MM Discord to confirm their registration. Discord is the main medium of communication for this tournament ([PUBG Mobile Esports Myanmar Official Discord Server](#)).

All the players in the Discord are to comply with the instructions given by the Organiser.

Players may contact the PMNC Officials via the following Discord IDs:

- flame1132000
- Bby_arlaung

2.4. PUBG MOBILE - Related Events

2.4.1. Tournament - Related Events (Media Events)

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

2.4.2 Tournament - Related Events (Test)

The Tournament Organizer, Hero Esports. (“**Tournament Organizer**”) and Proxima Beta Pte. Limited (“**Proxima**”) shall have the right to require players to cooperate in carrying out various rehearsals, scrims, test matches or other test events that are organized by Proxima Beta Pte. Limited (“**Proxima**”) or the Tournament Organizer in connection with pre-match tests of the 2026 PMNC Myanmar and/or PUBG MOBILE (“**Tests**”),

provided that these test events do not unduly interfere with a player's game preparation or late participation.

The Tournament Organizer shall have following sanctions for player or Team that fails to attend and participate fully in any scheduled Tests.

1st time offense: official warning for the Team of the absent or late player.

2nd time and later offense: 3 points forfeit to the Team of the absent or late player of that tournament stage.

Each violation of each player in each match of the absent clause will be counted as one offense.

3. Teams and Owners

3.1. Pro Requirements

Starters and Substitutes. Each Team must maintain, at all times during any Official Competition, four players in the Team's starting lineup ("Starters"). A Team competing at National/Regional Championship has the option of adding two (2) additional players to act as substitutes ("Substitutes"). A Team competing at 2026 PMNC Myanmar or global tournament must have one (1) or two (2) additional players to act as Substitutes. Tournament Officials have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register six (6) players, which is the maximum number of players allowed. The team roster cannot be changed except in emergency situations. Emergency situations and the acceptance of the roster change will be solely decided by the Tournament Officials.

3.1.1. Minimum Roster Requirement. All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must comply with the minimum roster requirement at all times during any Official Competition. If at any

point a Team's roster falls below the minimum roster size, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the Tournament Officials, at their sole discretion.

3.1.2. Playing Roster. During official Tournament Matches in 2026 PMNC Myanmar, the lineup of the players that are currently playing in it ("**Playing Roster**") must maintain, at all times, a minimum of two home Region's resident players.

3.1.3. Team Captain. Each Team must designate one player as its captain when completing the online registration process ("**Team Captain**"). The Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the Tournament Officials.

3.1.4. Team Manager. Each Team must maintain and keep under contract, at all times during an Official Competition, one person who will act as the Team's manager ("**Team Manager**"). The Team Manager will be designated when the Team completes the online registration process and will be responsible for all logistical and operational communications between Proxima and the Owners of such Team. Proxima and the Tournament Organizer may rely upon any communications from the Team Manager as being made by all Owners of the Team. The Team Captain and any Owner are eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Proxima and the Tournament Organizer. Team Managers may only be registered with one (1) team. They may not represent more than one team during the duration of a tournament or league.

3.1.5. Emergency Substitution. Each team will only be allowed a maximum of two (2) roster changes due to an emergency situation during a season or event duration. A player is eligible for an emergency roster change if he or she has not played for a different Team in the qualification tournament or league for the upcoming Official Competition. Army enlistment and school obligations will not be considered grounds for emergency changes.

3.1.6. Substitutions and other Roster Changes

3.1.6.1. A Substitute may replace a Starter only between games during Tournament play. There is no limit on the substitution number per day. However, during Online Events, all substitutions must be submitted to PMNC Crew no later than one game before the actual substitution occurs. Substitutions for the first Tournament Game of the day at an Online Event must be submitted to PMNC Officials no later than before the end of the check in period.

3.1.6.2. The Organiser also reserves the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to PMNC Officials if such roster change has not been publicly announced.

3.1.6.3. Teams may contact the PMNC Officials in case of emergencies that will affect the team participation in 2026 PMNC MM. The PMNC Official reserves the right to allow any team to make changes to their lineup based on their request. Any emergency substitutions must be followed by a letter from professionals in charge of relevant fields to prove the said player's emergency situation. We will allow teams to make emergency substitutions during the tournament without first seeing the document proving the state of emergency. By the end of the day, if the PMNC officials and the Tournament Organizer did not receive any document to prove the said player's state of emergency, the points earned by the substitute player will be voided and the team points may be punished further based on the severity of the issue.

3.1.7. Waiver Due to Force Majeure

A. Waiver with Application

Any players quitting this competition due to special circumstances will need to sign the Tournament Organizer-provided “Notes for Waiver of 2026 PMNC Myanmar” (Appendix 7) and submit it to the Tournament Organizer and PMNC Official for Approval. Player can only quit with the PMNC Official’s permission, and players need to be responsible for the following:

1. Only 1 player quits in the team, the team can continue the competition with the rest 4 players; The player who quits the competition will not obtain any award from 2026 PMNC Myanmar, which may include prize pool, monthly allowance, MVP bonus, subsidies, personal expenses, a combination of any of these or everything stated above.
2. If at least 2 players quit the team, the team will be disqualified. The team will retain the scores before the disqualification; The player who quits the competition will not obtain any award from 2026 PMNC Myanmar, which may include prize pool, monthly allowance, MVP bonus, subsidies, personal expenses, a combination of any of these or everything stated above.

B. Waiver Without Application

Before the end of the league, if the teams did not take the initiative to submit to the “Notes for Waiver of 2026 PMNC Myanmar” notice for PMNC players quitting the tournament, and the player management/referee could not be contacted within 24 hours, depending on the severity degree of plot, Tournament Organizers have the right to treat the player's behavior as withdrawal, and will give the player/team the following penalties:

- A. The waiver caused by the loss of one or more players in the team will be regarded as a waiver of the team as a whole, and other players in the team will lose the qualification to participate in the subsequent competitions of 2026 PMNC Myanmar;

- B. The tournament organizer has the right to withdraw all the awards of the player, including weekly allowances, MVP bonus, team subsidies and all the personal expenses of the team.
- C. All the scores of the team will be cleared and will be disqualified from the final scores rank of the 2026 PMNC Myanmar.

Any content related to waiver shall be subject to “Notes for Waiver of 2026 PMNC Myanmar”. Refer to clause “**6.3.14 Dropouts and Refusals to Participate**” for further information.

3.2. Player Loan

A Team may take maximum one (1) player on loan from a different team in the competitive Season. The loaned player must adhere to the player eligibility set forth in the aforementioned 2.1.

Players must have been registered in the previous team for at least six (6) months before the loan contract starts. Minimum loan contract duration and deadline will follow the Transfer Periods set at 2.2, and the maximum loan contract duration must be one (1) year or less.

If the Team qualifies for a regional / global tournament after the Pro League, the Team may continue to use the loaned player for the regional / global tournament. If the Team does not qualify for a regional / global tournament, the Team may terminate the loan contract after the Pro League. The loaned player is not allowed to play for a different team for the Season’s global tournament after the loan contract is terminated.

3.3. Submission of the Roster and Team Registration

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

3.4. Roster Changes

3.4.1. **Transfer Periods.** Transfer Periods will be scheduled before the beginning of the competitive year and before the second split of the year. Exact Transfer Periods will be communicated in advance publicly. A Team may only change the players on its roster during time periods set forth in the applicable Competition-Specific Rules (“**Transfer Periods**”). Unless otherwise agreed to by the Tournament Officials, the addition or removal of a player from the Team’s roster at any time other than during the Transfer Periods is a violation of these General Rules.

3.4.2 **Restrictions on Roster Changes during Transfer Periods.** During a Transfer Period, Teams may change their rosters pursuant to the following rules:

(C) A Team may acquire a maximum of two (2) players from the same team during each Transfer Period.

3.3. **Team Names and Logos**

The Team’s name will be selected at the time of registration and may not be changed at any time during the Season without the prior written approval of the Tournament Officials. All Team names must be different and unique. Neither a Team’s name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Proxima, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a Team must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the Team is properly licensed to use such third party’s intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team name shall be with the Team. Tournament Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these General Rules.

3.4. Owners

3.4.1. **Ownership of the Slot in the 2026 PMNC Myanmar.** Proxima and the Tournament Organizer will deem the Owner(s) who registered the Team in accordance with the Registration Requirements to be the sole owner(s) of the Team and the Team's slot in an Official Competition for purposes of these General Rules and Competition-Specific Rules. Accordingly, if a Team wins the right to progress to the next stage of an Official Competition, that right is owned by the Team and its Owner(s), not by the players or any other person or entity.

3.4.2. **Transfer of the Team.** The ownership of the team may be sold, transferred, or assigned to a third party; provided that (1) the Owner(s) shall require the purchaser, assignee or transferee to acknowledge and agree in writing to assume and be bound by all of the terms and conditions of the General Rules and the applicable Competition-Specific Rules; and (2) any such sale, assignment or transfer will require the prior written consent of Proxima.

3.5. **Team Flipping.** If an Owner sells a Team, that Owner may not form, register or be an owner of a new Team for a period of one full Split. For purposes of illustrating the foregoing, if an Owner sells a Team after **PMCL Fall Split**, such Owner will not be permitted to form, register or be an owner of a new Team until after the **PMCL Fall Split**.

3.6. Concurrent Ownership

3.6.1. **Rules on Concurrent Ownership.** To preserve the competitive integrity of Official Competitions, the following rules apply

- A. No individual or entity may have an ownership interest, operational control or voting control, directly or indirectly, of more than one Team across all Regions. Academy or female roster teams are considered as exceptions to this rule.

Academy teams or female roster teams are considered as exceptions to these rules.

Accordingly, if two Teams registered by the same Owner qualify for the same Official Competition, only one of that Owner's Teams will be allowed to participate in that Official Competition. The Owner may select which of the two Teams will participate in the Official Competition and the non-participating Team will be disqualified from the Official Competition. Once the Owner chooses which Team will participate in the Official Competition, the next Team in line from the appropriate Region will automatically qualify for such Official Competition as a replacement for the Owner's disqualified team. For the avoidance of doubt, two Teams with the same Owner may compete in the same level of Official Competition (e.g., the Club Open Pro League, PUBG Mobile City Tournament, PUBG Mobile Campus Championship, PUBG Mobile National Championship) provided that they compete in different Regions and there is no scenario during the Official Competition (in the regular season, playoffs or finals) in which the two Teams from different Regions could compete against each other.

- B. If an Owner has an interest in two Teams as provided in Section 3.6.1(A), those two Teams may not, in any scenario, compete against each other in any Official Competition. Academy or female roster must follow this rule.

Accordingly, if two Teams registered by the same Owner qualify for the same Official Competition, only one of that Owner's Teams will be allowed to participate in that Official Competition. The Owner may select which of the two Teams will participate in the Official Competition and the non-participating Team will be disqualified from the Official Competition. Once the Owner chooses which Team will participate in the Official Competition, the next Team in line from the appropriate Region will automatically qualify for such Official Competition as a replacement for the Owner's disqualified team.

- C. No individual or entity may (1) lend money to, (2) guarantee the debts or obligations of, or (3) participate in the financing of more than one Team per Region,
- D. No two Teams may operate under the same Team name. All Team names must be different and unique. Teams using similar logos must make them clearly distinct.
- E. Employees, partners, family members, and affiliates may not be associated with more than one team at any point during a Season.

3.6.2. Exceptions to the Rules on Concurrent Ownership. Any exceptions to the foregoing rules shall require the prior written approval of Proxima.

3.7. Notice of Extraordinary Events

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

3.7.1 Rules on Concurrent Ownership

Allowing a single individual or entity to control multiple teams that compete in top-tier, professional PUBG MOBILE tournaments creates an inherent risk of unfair practices, such as collusion or manipulation of match outcomes, undermining the competitive spirit of the PUBG MOBILE competition. Accordingly, in order to preserve the competitive integrity of Official Competitions, the following rules apply:(A) No individual or entity shall have, directly or indirectly, an ownership interest, operational control or voting control in more than one team that competes in Official Competitions. This rule applies to all top-tier, professional PUBG MOBILE teams, wherever located.(B) No individual or entity may (1) lend money to, (2) guarantee the debts or obligations

of, or (3) participate in the financing of more than one Team.(C) No two Teams may operate under the same name. All Team names must be different and unique. Teams using similar logos must make them clearly distinct.(D) Employees, partners, family members, and affiliates may not be associated with more than one Team at any point during a Season or Tournament.3.7.2. Exceptions to the Rules on Concurrent Ownership. The concurrent ownership rules above do not apply to:(A) Academy teams or any other teams that (1) serve as developmental platforms for players, coaches, and staff, and (2) do not complete in Official Competitions.(B) Teams with all-women rosters, which are recognized as a separate category to promote diversity, incentivize investment, and encourage the growth of women's participation in esports.(C) Any other exceptions that are approved in writing by Proxima.3.8. Notice of Extraordinary Events. Each Owner each shall notify Proxima and the Tournament Organizer as soon as practicable of any suspected or actual breach of the General Rules or the applicable Competition-Specific Rules by the Team or any of its other Owners (or any person acting by or on behalf of any of them) that has, or could reasonably be expected.

3.8. Game Lobbies

All Tournament Games for 2026 PMNC will be played in game lobbies hosted by the Tournament Organizer. Prior to a Tournament start time, Teams will be notified of official tournament accounts that will be used to host official Tournament Game lobbies through Discord.

3.9. Start of a Game

The game will start on the specified time as mentioned by the PMNC Crew in the Discord. The players need to enter the game lobby within the specified duration before game start time.

All participating teams are **REQUIRED** to enter the lobby with their full team lineup with their GAC turned on.**(Only for the Grand Finals)** Incomplete players from Teams in the lobby will result in deductions of -4 points per team.

3.10. Timeliness of Game Start

It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by PMNC Officials. Disciplinary action for tardiness may be assessed at the discretion of the Tournament Organiser. **Should players be determined as being tardy, a deduction of -2 points will be imposed on the tardy player per team. A maximum waiting time of 10-15 minutes will be given to players to get inside the lobby once the Lobby ID and password has been given.**

The game may start at the time specified by the Organiser without waiting for the tardy players that are not in the lobby.

3.11. In-Game Setup and Rules

3.11.1 General Game Setup

This Game Setup applies to Squad Category.

A. Maps: Erangel, Miramar, and Rondo

Rondo					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.55
2	0	60	120	100	0.6
3	0	60	150	300	0.6
4	0	50	150	500	0.65
5	0	50	150	800	0.65
6	0	50	60	1000	0.65
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time : 31m 40s					

Erangel					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.55
2	0	60	120	100	0.6
3	0	60	150	300	0.6
4	0	50	150	500	0.65
5	0	50	150	800	0.65
6	0	50	90	1000	0.65
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time : 31m 40s					

Miramar					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.5
2	0	60	120	100	0.65
3	0	60	150	300	0.7
4	0	50	150	500	0.7
5	0	50	150	800	0.65
6	0	50	90	1000	0.6
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time : 31m 40s					

B. Game Mode: TPP

C. Advanced Settings: Only applicable to any rooms that are manually created by Tournament Organiser. Advanced settings are set to default with exceptions lined out below.

	Rondo	Erangel	Miramar
Weapon Settings	All Weapons x2	All Weapons x2	All Weapons x2

Magazine	x2	x2	x2
First Aid	Default	Default	Default
Vest	Default	Default	Default
Helm	Default	Default	Default
Playzone Shrink Speed	x1.0	x1.0*	x1.0*

1. Sound Visualisation: Disabled

2. Aim Assist: Off

- i. Car Skin: Default/Provided by the Organiser. **Point deductions of -3 will be imposed on teams using Vehicles Skins without approval.**
- ii. Gun Skin: Default/Provided by the Organiser. **Point deductions of -2 will be imposed per player using Gun Skins without approval from the Organizer, a total of -8 points will be deducted for the whole team per match.**
- iii. Player Skin or Clothes: Players are required to wear the official suit provided by the PMNC Officials for all matches. **Point deductions of -2 will be imposed on players not wearing the provided suits.**
- iv. Flare Gun: Off
- v. Red Zone: Off
- vi. Vague Information: ON
 1. * *Erangel and Miramar map follows PC Parameters*
 2. * *Sanhok Match Parameter set safezone 1 display time to 60s*
 - 3. Coin Shop and Booster Vending Machine is banned from usage at all stages of the tournament.**
- vii. The Tournament Organiser reserves the right to make changes to the required game or

player settings at any time in their sole discretion prior to the start of any Tournament Game.

viii.

b. Squad Game Setup

- i. Team Size: 4 players
- ii. Roster Size: 6 players (4 Starters and up to 2 Substitutes)
- iii. Number of Teams per Tournament Game: 16

c. Tournament Devices

- d. Players are to use only iOS or Android phones for the tournament. **Tablets or iPads are banned from usage.** Trigger clickers, and smartphone settings that mimic the trigger functions (example: ROG Phones with Airtrigger, Nubia Red Magic phones with Air Trigger, and other phones with similar functions) are not allowed to be used.
- e. Handheld devices must use the settings specified by the Tournament Organiser prior to the Tournament. During a Tournament Game, players shall not make any adjustment to the framerate without permission from PMNC Officials.

f. Tournament Internet

- g. For online stages, players can choose 4G, 5G, WIFI, wired network and other network connection methods to compete. Internet speed must be sufficient to both support the tournament gameplay and also the player stream or video cam (for Playoff stage).

4. Post-Game Process

4.1. Results

For 2026 PMNC, Tournament Organizer will confirm and record all Tournament Game results and point allocations.

4.2. Tech Notes

Following each Tournament Game, any technical issues occurring regarding the player's own devices or/and Internet connection will be solely on the player's responsibility to solve. Tournament Organiser will only be assisting for issues that came from Organiser/third party issues, such as but not limited to:

- 4.2.1. PUBG Mobile server undergoes maintenance, which is not a player's personal issue. Tournament Organisers will make a decision in the best interest of the tournament.
- 4.2.2. Discord server is unavailable to players due to technical issues on their side. Tournament Organisers will provide an alternative solution for communication as it is not a player's personal issue.

4.3. Break Time

In cases where breaks between Tournament Games are necessary or deemed to be desirable by the Tournament Organiser, Tournament Organiser will inform Teams of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

5. Player Equipment & Apparel

5.1. Player Equipment

Players may participate in Online Events only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without express approval of PMNC Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not play on tablets, personal computers (PC), consoles, laptops, or any other non-handheld device. Players may not use an emulator to play on a PC or other device that is not a handheld device.

5.2. Player Apparel

5.2.1. In-Game Apparel

- 5.2.1.1. After a player leaves the in-game lobby, his or her character must remain fully clothed in the game for the remainder of

the match. Clothing exchanges for cosmetic purposes or comic effects are not permitted inside the game.

- 5.2.1.2. Players will be informed by the Organiser on the In Game Apparel requirements that must be adhered by all players. **Point deductions of -2 will be imposed on players not wearing the provided suits.**

5.2.2. Player Attire

- 5.2.2.1. All players are required to wear an official uniform before, during and after the match and interviews and may not wear any other clothes at those times (For teams without a jersey or a uniform, plain colour matching t-shirts with no vulgarities printed is advised). Players must wear long pants and closed toe shoes. All players of each team may not wear any type of uniform that may damage, harm the dignity of the tournament, players and the team. Red Flag sponsors are banned by default from the Player Attire.

Players are not permitted to wear work clothes, costumes, pajamas, slippers, etc. unless it was pre-approved from the Organisers, also players may not wear a hat, sunglasses or accessories that may cover the player's face. Organisers will call the judgments about the appropriateness of attire of the players and both teams and players must accept the changes needed followed by the judgement. Only in special circumstances, a player may request the needs of the Organisers and the Organisers will determine with reasonable discretion.

6. Sponsorships

Prohibited Sponsors

Teams and players are encouraged to develop relationships with sponsors. However, in order to preserve the integrity of competition in the 2026 PMNC

Myanmar and the reputation of PUBG MOBILE and Proxima Beta Pte. Limited ("Proxima") neither a Team nor any Team Members shall enter into any sponsorship, endorsement, advertising or related agreement with any person or entity that is determined by Proxima Beta Pte. Limited ("Proxima"). or the Tournament Organizer to conduct business within any product or service category that is prohibited.

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

Initial Red Flag List

The initial Red Flag List, which may be updated from time to time, includes: **drugs and drug paraphernalia, e-cigarette, vape and vape juice, tobacco products, gambling, cryptocurrency and blockchain tech trading platform, casinos, alcohol, pornography, any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming, political party or committee officially registered with local country elections commission**; any product or service prohibited by applicable law, any competitor of Tencent or its affiliates, any games that are not published by Tencent or its affiliates, and any esports leagues, tournaments or events, other than the 2026 PMNC Myanmar.

Decisions Relating to the Red Flag List

Proxima or the Tournament Organizer may, in its sole judgment, reject or terminate a player's right to display an advertisement or sponsorship in any of the categories on the Red Flag List on or adjacent to any stream of PUBG MOBILE or on any camera-visible apparel worn during any Online Event or LAN Event.

Multiple Teams with Same Sponsorships

In the case of multiple Teams participating in 2026 PMNC Myanmar having the same sponsors, these Teams are not allowed to put the same exact sponsor names in their team name. The Teams shall use distinct variations of the sponsor

brands, logos and names to differentiate each Team from others pending approval by the PMNC Officials.

Unauthorized Use of Trademarks

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

Official Competition Sponsors

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

7. Code of Conduct

7.1. General Conduct

High Standards for Professionals. All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Organizer, the media, sponsors and fans.

Competitive Integrity. All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.

Sanctions. A violation of these General Rules or the applicable Competition-Specific Rules will result in disciplinary actions and sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below.

7.2. Prohibited Conduct

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

Collusion. Any form of collusion by any Team Members is prohibited. Examples of collusion are:

- A. Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
- B. Pre-arranging to split prize money and/or any other form of compensation, except that a Team may arrange for Owners to divide prizes earned by that Team and pay it to players and others who contributed to the victory.
- C. Deliberately losing a Tournament Game for compensation, or for any other reason, or soliciting or inducing another player to do so.

Cheating. Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, hand signals and 3rd party applications (GFX tools),etc., shall be deemed cheating. Players are also required to turn off phone notifications while competing in our tournament. Cheating offenses will result in sanctions as mentioned in clause 6.4.2. Exploiting offenses will result in sanctions as mentioned in clause 6.4.2.

Exploiting. Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at Tournament Organizer's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE. Exploiting offenses will result in sanctions as mentioned in clause 6.4.2.

Ringing. Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play under another player's account or Gamer Tag, is prohibited.

Vulgar or Hateful Speech. A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to any Official Competition or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul

or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications on social media or during any public-facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English, Chinese and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

Violence. Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or Tournament Official.

Drugs and Alcohol. The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Team Member must report any violation of this rule to the Tournament Organizer

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

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

Unauthorized Communications. At LAN Events, all communication devices other than devices authorized by the Tournament Organizer and Tournament Officials for use at that LAN Event must be removed from the play area before any

Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

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

Prohibited Business Activities.

- A. If a Team Member retires from participation in PUBG MOBILE, the 2026 PMNC Myanmar and related Tournaments he or she shall not, for a period beginning on the last day of the PUBG MOBILE Challengers League and ending three (3) months thereafter:
 - I. Register as a professional player for any other esports tournament or competition; or
 - II. Participate (as an owner, coach, manager, KOL or otherwise) in business activities related to any other video game, esports team or esports tournament or competition.
- B. While a Team Member is a member of a Team that competes in the PMNC, such Team Member shall not, for a period beginning on the last day of the PMNC and ending three (3) months thereafter, participate (as an owner, coach, manager or otherwise) in business activities related to any other video game, esports team or esports tournament or competition.

Competitor Game Limitations. From the start of 2026 PMNC Myanmar until three months after the end of the League, a Team Member is not allowed to live stream and promote for any other competitor game Battle royale and Multiplayer shooting genre (PC Games is excluded) on any live streaming platform including but not limited to livestream, social media post, and join other competitor games showmatch. Failure to follow this prohibition will result in:

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

7.3. Interference with Active Roster.

7.3.1. No Interference. During the entirety of an Official Competition neither a Team, nor any of its owners, coaches, managers, staff, or other representatives, may, directly or indirectly, endeavor to entice away (by soliciting, recruiting, or offering employment opportunities) any player who is currently on the active roster of another Team participating in the Official Competition. This rule prohibits any verbal, written, or electronic communication regarding potential offers to join another Team, organization, or any other esports-related employment opportunities that are offered by or for one Team participating in the Official Competition to a player on the active roster of another Team participating in the Official Competition. Violation of this Section will result in 500 USD fine on the offending Team, with a deduction being made from the Team's prize pool earning for the first offense.

7.3.2. Purpose of the Rule. The prohibition on player interference in this Section is implemented to protect the competitive integrity of Official Competitions by preventing distractions, conflicts of interest, or attempts to disrupt the roster stability of other Teams. Unsolicited offers or recruitment efforts during an Official Competition may undermine fair competition, negatively affect team cohesion, and harm the overall spirit of the event. In particular, a Team that attempts to solicit a player during an Official Competition may gain an unfair advantage by destabilizing its competitor. Soliciting key players from a rival Team could damage that Team's chances of success, leading to a compromised competition.

7.3.3. How the Rule Advances Esports Competition. The prohibition on player interference in this Section is one part of a broader set of rules and agreements that have been put in place to establish a comprehensive framework for the operation of an international esports tournament. These rules and agreements, which include anti-cheating prohibitions and other code of conduct requirements, are necessary to ensure a professional, transparent, and orderly competitive environment. Together, they help ensure that the Official Competitions are conducted fairly and in a way that prevents damage to the credibility of the Official Competitions and the reputation of PUBG MOBILE.

7.4. Unprofessional Behavior

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

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

isolate or ostracize a person and/or diminish the dignity of the person.

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

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

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

Confidentiality. Without the consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Proxima or the Tournament Organizer to the Team Member in relation to any Official Competition. Team Members shall be obligated to keep confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of Proxima and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Proxima or the Tournament Organizer to a Team Member concerning or related to PUBG MOBILE, any Official Competition or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Proxima or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, information and materials

concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and Proxima or the Tournament Organizer, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.

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

Detrimental Conduct. A Team Member may not commit any act or become involved in any situation or occurrence tending to bring any Official Competition, Tournament Organizer, Tournament Official, Proxima or its affiliates, sponsors, or PUBG MOBILE into public scandal, ridicule or which will reflect unfavorably on the reputation of any of the foregoing. A Team Member may not use gestures, facial expressions, or any other forms of non-verbal communication in a manner that is rude, offensive, or violates this Code of Conduct, including actions intended to harass, demean, or disrespect others; provoke, intimidate, or incite hostility; or otherwise contravene provisions of this Section 6 related to good sportsmanship and personal integrity.

Bribery. No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, Tournament Official, the Tournament Organizer or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.

Gifts. No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.

Non-Compliance. No Team Member may refuse to comply with the reasonable instructions or decisions of the Tournament Organizer or the Tournament Officials.

Match-Fixing. No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Tournament Game (or

any play or component thereof). Match-fixing will be subject to maximum sanction in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these General Rules or the applicable Competition-Specific Rules, that Team Member must immediately report this request to the Tournament Organizer.

Document Submission. Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. A Team Member violates these General Rules if he or she knowingly provides false or inaccurate information to the Tournament Organizer. A Team may be subject to sanctions if the documentation is not submitted by the deadline specified by the Tournament Organizer or not completed to the standards set by the Tournament Organizer.

Term of Use. Any conduct that (i) violates the Terms of Use for PUBG MOBILE; (ii) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; or (iii) interferes with use of PUBG MOBILE by others is prohibited and a violation of these Competition Rules.

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

7.5. Disciplinary Action and Sanctions

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

applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

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

- (a) verbal or written public warning(s);
- (b) prize forfeitures;
- (c) game forfeitures,
- (d) Tournament forfeiture(s);
- (e) forfeitures of a slot;
- (f) suspensions; and
- (g) disqualifications and bans, including from any future Tournaments or other events related to PUBG MOBILE or esports properties owned or controlled by Proxima or its affiliates. A Team may be subject to the foregoing sanctions and disciplinary actions if its Team Member directs, encourages, knowingly assists, or knowingly permits another person or entity to violate these General Rules or the Registration Requirements.

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

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

Final Determinations. Unless expressly stated otherwise, offenses and violations of these General Rules and the applicable

Competition-Specific Rules are subject to sanctions and disciplinary actions, whether or not they were committed intentionally. Attempts to commit such offenses or violations (or solicit or induce another person or entity to do so) are also subject to sanctions and disciplinary action. The Tournament Organizer's determination as to (a) whether a particular offense or violation of the General Rules or the applicable Competition-Specific Rules has occurred, and (b) the appropriate sanctions or disciplinary actions (or combination of sanctions and disciplinary actions) for such offense or violation, will be final and binding in each instance.

8. Use of Names and Likenesses

Grant of Rights by Team Members

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

Ownership of PUBG MOBILE Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of a Tournament are owned by Proxima or its licensors. Appearing in a stream, broadcast or audiovisual

recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“Feedback”) to Proxima or the Tournament Organizer with respect to the operation of, or improvements for, an Official Competition, a Tournament or PUBG MOBILE. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Proxima or the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Proxima, Proxima shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise.

9. Limitations of Liability

No Punitive Damages

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

Cap on Liability

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

10. Dispute Resolution

10.1. Governing Law. These General Rules and any Competition-Specific Rules will be governed by the laws of Singapore, without reference to its laws relating to conflicts of law.

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

10.3. Arbitration. Any dispute arising out of or in connection with these General Rules or any Competition-Specific Rules, including any question regarding their existence, validity, or termination, shall be referred to and finally resolved by arbitration administered by the Singapore International Arbitration Centre (“SIAC”) in accordance with the Arbitration Rules of the Singapore International Arbitration Centre (“SIAC Rules”) for the time being in force, which rules are deemed to be incorporated by reference in this Section. The seat of the arbitration shall be Singapore. The Tribunal shall consist of one arbitrator. The language of the arbitration shall be English. The arbitration tribunal will have no authority to award damages excluded by these General Rules in Section 8. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

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

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

11.1. Prompt Communication

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

11.2. Official Requests via Registered 2026 PMNC Myanmar Email

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

11.3. Urgent Official Requests

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

11.4. Deemed Receipt of Official Request

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

Failure to Respond to an Official Request

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

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

12. Interpretation and Construction

12.1.1. Tournament Organizer’s Right of Interpretation

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

12.1.2. Patch Update Clause

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

12.1.3. Additional Terms

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

12.2. Business Judgment

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

12.3. Language

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

12.4. Conflicts

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



Team Names	
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Acknowledgement Notice

This letter is to acknowledge that the team above has already read, understood, and acknowledged the schedule, competition system, rules and rewards, penalties and additional documents in the 2026 PMNC MM Documents, which includes, but are not limited to:
 2026 PMNC MM Spring Rulebook
 This team will participate in 2026 PMNC MM Spring while adhering to the guidelines and rules provided in these documents.
 If various contents in the documents provided are revised by the sponsor, our team and myself will strictly adhere to and agree with them, accepting management, rewards and penalties and other treatment measures in the Rulebook.

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