

PUBG ESPORTS

SUPER

Standard and Universal PUBG Esports Ruleset

KRAFTON

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SUPER

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1 Introduction to SUPER

This Standard and Universal PUBG Esports Ruleset ("SUPER") applies to all Teams (as defined in the applicable tournament participation agreement), Players and Team staff members (including e.g. owners, Representatives, coaches and managers) (collectively "Competitors") in certain official competitions to be held in the competitive season created by KRAFTON, Inc. ("Krafton") that feature play of PUBG: BATTLEGROUNDS ("PUBG") at an elite level, including but not limited to, the PUBG Global Championship, the PUBG Nations Cup, and the PUBG Global Series ("PGS"), any match that is associated with any PGS event or any PGS qualifying event, or any other competition that Krafton identifies as being subject to SUPER ("Competition"). SUPER applies in addition to any other rules supplied by a PUBG Esports tournament. Each Competition operated by Krafton or any third-party designated by Krafton to operate such Competition (each, an "Administration") shall have additional rules specific to that Competition (each, "Competition Specific Rules").

1.1 Acceptance of SUPER

By participating in the Competition, Competitors accept and agree to be bound by and comply with SUPER and any Competition Specific Rules and region or other specific rules.

SUPER and any Competition Specific Rules apply to all Competition places, including Competition venue, practice rooms, personal resting space, hotel quarters, etc., and times, including official match times, practice times, personal training times, mealtimes, etc.

1.2 Spirit of SUPER

SUPER is a living document that is intended to establish and reinforce a positive and competitive environment that is defined by sportsmanship and integrity. SUPER will continually be refined and updated to reflect the rules that govern competition worldwide. All Competitors are expected to uphold the spirit of the rules beyond their literal wording, prioritizing fair play and competitive integrity over any match outcome in all circumstances. Any attempt to gain an unfair advantage by exploiting loopholes or ambiguities in these rules is considered a violation of this spirit.

1.3 Rule Changes

Krafton or Administration reserves the right to amend, remove, or make changes to SUPER or to issue any rules or regulations that apply to each applicable Competition for any reason at any time. When material changes to SUPER are made the Changelog section will be updated, and updated SUPER will be communicated to Competitors via the appropriate channels. Such communications may occur by way of example and not limitation, by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Teams and Team Representatives, who will be responsible for distributing updates and other communications relating to SUPER or any other Competition-related rules to other Competitors. Administration reserves the right to make judgement on cases not specifically covered by this document to preserve the spirit of fair play and sportsmanship. Competitors are expected to understand and operate on the latest version of these rules.

2 Player Eligibility

Players on a Team competing in the Competition, including any coaches, managers or other staff members who are alternates eligible to play, (collectively, “Players”), must adhere to the following rules in addition to any eligibility requirements defined in Competition Specific Rules to be eligible to compete in a Competition

2.1 Age

Unless otherwise expressly provided in the Competition Specific Rules or otherwise with Administration’s prior written approval, Players must have reached the age of majority and be at least 18 years of age in order to be eligible to participate. For purposes of clarity, Players must meet such age requirements as of the first day of the Competition to be eligible to participate.

2.2 Player Aliases

Player Aliases are subject to approval by Administration. Administration reserves the right to deny the use of a Player Alias and require a change for any reason. Player Aliases may not exceed 12 characters. Player Aliases may use any combination of uppercase and lowercase letters (A-Z), digits (0-9), underscores (_), or hyphens (-). Player Aliases may not include spaces. Player Aliases must be selected at the time of registration and may not be changed during a Competition, unless required by Administration.

Duplicate Player Aliases cannot be used.

In the event that multiple Players submit identical Player Aliases, Administration will review and determine which Player may use the contested Player Alias. Such determination will be at Administration’s discretion, and may take into consideration multiple factors, including without limitation, a Player’s history of using the contested Player Alias in PUBG Esports, and which Player first submitted said contested Player Alias to the Administration.

Player Aliases must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Player Aliases may not include or resemble the name, trademarks, or other intellectual property, or the name or trademark or other intellectual property of any company that does not own or officially sponsor the Team.
- Player Aliases may not include or resemble any product or service name or description.
- Player Aliases may not violate privacy, publicity, intellectual property, or other rights of a third party.
- Player Aliases may not include or resemble any words that are purely commercial.
- Player Aliases may not include or resemble vulgarities or obscenities in any way.
- Player Aliases may not include or resemble all or part of the name Krafton or its affiliates or PUBG or make use of any trademarks or other intellectual property of Krafton or its affiliates without the prior written approval of Krafton.
- Player Aliases must comply with the Code of Conduct.

2.3 In-Game Nicknames

In-Game Nicknames are subject to approval by Administration. Administration reserves the right to deny the use of an In-Game Nickname and require a change for any reason including to ensure that the In-Game Nickname can comfortably fit within the boundaries of any in-game asset. In-Game Nicknames may not exceed 16 characters.

In-Game Nicknames must adhere to the following format.

TAG_PlayerAlias

2.4 Multiple Entries

Players may not compete on more than one team or in more than one region during the same Competition. For the avoidance of doubt, once a Player registers on a team for any regional qualifier for the Competition, the Player may not register or participate for any other team or in any other qualifier for a different region for the same Competition.

2.5 Conflict of Interest

Competitors may not be employees, directors, or officers of Krafton or Administration or any of their vendors related to the Competition.

3 Team Eligibility

Teams must adhere to the following in addition to any eligibility requirements defined by the Competition Specific Rules to be eligible to compete in the Competition.

3.1 Team Tags

Teams are required to specify a Team Tag to be used in their players' In-Game Nicknames. Team Tags are subject to approval by Administration. Administration reserves the right to deny the use of a Team Tag and require a change for any reason. Team Tags must be 2 to 4 characters. Team Tags may only include letters (a-Z) and digits (0-9). Team Tags may not use spaces, underscores (_), or hyphens (-).

Team Tags for all Teams competing in a Competition must be unique globally. In case two or more teams have the same Team Tag, which team can use the Team Tag will be decided in the same manner as provided in section 3.2 for Team Names. Team Tags must adhere to the Code of Conduct.

3.2 Team Names

Administration reserves the right to deny the use of a Team Name and require a change for any reason. Team Names will be selected at the time of registration and may not be changed during any Competition without the prior written approval of the Administration. In addition:

- Team names may not include or resemble the name, trademarks, or other intellectual property of any company that does not own or officially sponsor the Team.

- Team names may not include or resemble any product or service name or description.
- Team names may not violate privacy, publicity, intellectual property, or other rights of a third party.
- Team names may not include or resemble any words that are purely commercial.
- Team names may not include or resemble vulgarities or obscenities in any way.
- Team names may not include or resemble all or part of the name Krafton or its affiliates or PUBG or make use of any trademarks or other intellectual property of Krafton or its affiliates without the prior written approval of Krafton.
- Team names must comply with the Code of Conduct.
- During the tournament period, the sale or transfer of the team, the change of ownership, or the transfer of the rights of participating teams are prohibited.

In the event that multiple Teams submit identical Team Names, Administration will review and determine which Team may use the contested Team Name. Such determination will be at Administration's discretion, and may take into consideration multiple factors, including without limitation, a Team's history of using the contested Team Name in PUBG Esports, and which Team first submitted said contested Team Name to the Administration.

3.3 Native Roster Requirements

Each team roster must consist of at least fifty percent (50%) of Players who are legal citizens or permanent residents from the region it registers to compete in. For the purpose of this section, legal citizenship and/or permanent residency are defined per the laws of each corresponding country. To provide further clarification, if the regional roster rules allow for four (4) members, then at least two (2) must be legal citizens or permanent residents. If the regional roster rules allow for five (5) members, then at least three (3) must be legal citizens or permanent residents.

3.4 Roster Rules

Each team roster must comply with the following rules.

- The Administration may establish 'Integrated Roster Cycles', grouping multiple competitions under a single roster submission (e.g., Regional Series and Global Series).
* Team rosters for any Competition must comply with the specific Roster Cycle requirements defined by the Administration for each season. * Unless otherwise specified in the relevant Tournament Rules, the roster submitted for a Cycle remains fixed for all competitions within that cycle.
- Each Team may register a maximum of 6 people in their roster, consisting of a minimum of 4 and a maximum of 5 Players, a maximum of 1 coach, and a minimum of 1 and a maximum of 2 managers. The composition of Players, coach, and managers may vary at the discretion of the Team, provided the total number does not exceed 6. For avoidance of doubt, if a Team decides to register two managers, they: (1) cannot register a coach, and (2) forfeit the ability to use the coach as a substitute player. Managers cannot be used as substitute players.
- Prior to the first Match of each day, Teams may decide to utilize their coach as a substitute Player for that day. Once the first Match of the day begins, Teams must play with the same roster for the remainder of that day.
- Each Team must designate one individual as its representative when completing the registration process ("Team Representative"). The Team Representative will be

responsible for all Team communications with Administration. Administration may rely upon any communications from the Team Representative as being made by all owners or Players of the Team. A Team may not change its Team Representative during a Competition without Administration's prior written approval.

- A Team may be disqualified from the Competition should it fail to register a minimum of 4 Players (including the coach as a substitute Player) within the period designated for roster submission.
- In the event that a Team has an emergency after the roster submission deadline, the Team may participate in the Competition with a minimum of 3 Players, including the coach as a substitute Player, until the emergency is resolved. Emergency situations will solely be decided by Administration and include, but are not limited to, the following examples.
 - Example 1) Serious issues undermining the health of the Player or their family including severe disease/condition, injury, or death (documentary evidence required)
 - Example 2) Natural disaster, country-level catastrophe, or other force majeure event in the Player's region/area (such as an earthquake, tsunami, or war)
 - Example 3) Issues with local laws facilitating relevant procedures (such as illegal conduct)
 - Example 4) Administrative issues including, but not limited to, visa denials or significant delays that prevent a Player from participating in the Competition (subject to Administration approval).
- A Team may be issued a Match or Competition disqualification penalty if it fails to meet the 3 Player minimum requirement for any reason.

3.5 Team Ownership

A Team's Slot or right to participation within a Competition will be held by the team. In the situation where the team is owned by a corporate entity, that corporate entity will hold the Slot. In the case where the team is player owned, i.e. a group of players who join together to form their own team, but there is not a corporate entity (or such corporate entity is 100% owned by such players with no player owning more than 50% of the equity of such corporate entity) the Team Representative will be considered the owner for Team Ownership and/or roster rule purposes.

Regardless of the team ownership, each region's Competition Specific Rules may have additional rules which the Team must follow, i.e., roster rules, for a team to maintain their slot. Nothing in this section is intended to restrict regions from creating these additional rules.

The rights granted to the owner in accordance with SUPER may be sold, transferred, or assigned to a third party; provided that (1) the assignee or transferee acknowledges and agrees in writing to assume and be bound by all of the terms and conditions of SUPER and other applicable competition rules and participation agreements; and (2) any such purported sale, assignment or transfer is null and void without the prior written consent of Krafton.

Note that to be eligible a Team's roster must comply with section 3.4 regardless of any ownership change.

3.6 Multiple Team Ownership

To preserve the integrity of the Competition, the following rules apply to any individual, entity or group that owns, operates, controls, or has an interest in a team that is competing in Competition.

- An individual, entity or group cannot directly or indirectly own or operate more than one team globally.
- An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team globally.
- No two teams can operate under the same brand or team name or variations of the same brand or team name in more than one team globally.
- No two individuals, entities or groups that own, operate, control, or have an interest in two different teams can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the competition.

3.7 Notice of Extraordinary Events

Team owner or Team Representative shall notify Krafton and Administration as soon as practicable of any suspected or actual breach of SUPER by the Team or any of its Competitors.

3.8 Sponsorships

3.8.1 Sponsorship Restrictions

Teams are prohibited from having sponsorships that:

- Violate applicable laws;
- Are harmful to the public;
- Would reasonably be expected to shock or offend the majority of the community; or
- Are deemed inappropriate for broadcast by the Host, at its sole discretion.

Teams in violation of these obligations may be restricted from participating in the Competition at the sole discretion of the Host.

The following is a non-exhaustive list of prohibited sponsors:

- ① Businesses or items related to drugs (excluding over-the-counter medications), marijuana, or tobacco
- ② Businesses or items related to adult content, such as pornography
- ③ Businesses related to other video games, game developers, or publishers
- ④ Businesses related to, or similar to, illegal network marketing
- ⑤ Businesses or sponsors related to illegal gambling
- ⑥ Businesses that use any PUBG-related intellectual property without proper authorization
- ⑦ Businesses or sponsors related to firearms or ammunition
- ⑧ Businesses or sponsors associated with video game cheats, hacks, or any virtual items known to be sold through gray or black markets
- ⑨ Businesses or sponsors related to products or services that are illegal or lack required registrations, licenses, or government approvals
- ⑩ Any other businesses deemed ineligible at the discretion of the Host
- ⑪ Businesses related to cryptocurrencies, virtual asset exchanges, or blockchain technology
- ⑫ Teams must, in good faith, seek prior written approval from the Host for any potential sponsors not listed above that may be considered “ineligible sponsors”

3.8.2 Additional Provisions

- The list of prohibited product or service categories may be updated periodically by Krafton or the Administration.
- Notwithstanding the above, during Competition events, Competitors may be required to use items featuring official Competition sponsors. For example, in matches, they must use computer hardware provided by the official hardware sponsor.
- Krafton, its affiliates, the Administration, and Krafton's broadcast partners may, in good faith, redact or reasonably edit any display or reference to a Team or Player's sponsor's name, logo, trademark, image, or any associated marks due to platform requirements or legal obligations.
- Krafton, its affiliates, the Administration, and Krafton's broadcast partners shall not be liable for any loss, liability, or expense (including, but not limited to, reasonable legal fees) ("Damages") incurred directly or indirectly by any Team, Player, or sponsor as a result of such redaction or edit.
- Teams and Players shall indemnify, defend, and hold harmless Krafton, its affiliates, the Administration, and Krafton's broadcast partners from any such Damages.

3.8.3 Disclaimer

The Host's non-objection to any sponsor shall not be considered an explicit approval. Teams remain solely responsible for their sponsorships and ensuring full compliance with applicable laws. The Host and the Administration shall not be held responsible or liable for any Team's choice or use of such sponsors.

4 Code of Conduct

Competitors must always abide by the following Code of Conduct. By participating in the Competition, Competitors agree to abide by these rules and any instructions or decisions of Administration and conduct themselves in a positive and professional manner.

4.1 PUBG Terms of Service and Rules of Conduct.

Competitors shall comply with the PUBG Terms of Service. The full PUBG Terms of Service can be found here: https://pubg.com/en/clause/term_of_service. Competitors shall comply with the PUBG Rules of Conduct. The full PUBG Rules of Conduct can be found here: https://pubg.com/en/clause/rules_of_conduct. The Terms of Service, Rules of Conduct, SUPER and Competition Specific Rules collectively are the "Rules", and violations of any of them may be deemed violations of each of them.

The PUBG esports website can be found here: <https://www.pubgesports.com/>

4.2 Best Ability

Competitors must always attempt to compete at their best ability and use their best effort during any match and avoid any behavior that is inconsistent with principles of sportsmanship, honesty, integrity, and fair play. Any attempt to circumvent the intent of these Rules through the use of technicalities or loopholes is strictly prohibited.

4.3 Competitive Integrity

All Participants must compete in a manner that upholds the principles of competitive integrity, fair play, and honest competition. Any conduct that, while not explicitly prohibited by these Rules, undermines the integrity, fairness, or public trust of the competition may be subject to review and sanction by the Administration.

4.4 Collusion, i.e., Teaming, and Match-Fixing

Competitors shall not participate in any act of collusion or match-fixing. Collusion, also referred to as Teaming, is defined as any agreement between two or more Competitors to cheat, deceive, or disadvantage opposing Competitors. Collusion includes, but is not limited to the following:

- Agreeing to any ruleset outside of the official rules
- Worsening performance or losing a match or encouraging another Competitor to do so
- Deliberately losing for any reason or encouraging another Competitor to do so
- Pre-arranging the splitting of prize money or any other form of compensation
- Sending or receiving any signals or messaging to opposing Competitors
- Cooperation of one or more teams together during Competitions or practice matches for any reason, including but not limited to, attempting to effect qualifications and/or final standings, trolling, etc.

Match-fixing is defined as offering, agreeing, conspiring, or influencing the outcome of any match by means that are prohibited by law or these rules. The determination of whether a Team(s) action can be considered Collusion, Teaming and/or Match-Fixing is at the sole discretion of the Administration, as is the appropriate punishment.

4.5 Betting and Gambling

Competitors shall not participate in any act of betting or gambling related to PUBG. Betting is defined as the act of wagering money (cash, cash equivalent, credit of monetary value, or any other monetary instrument) on the outcome of a match or other component of a Competition or other PUBG competition. Competitors must never place, attempt to place, or encourage the placement of bets on any match. No Competitor may benefit directly or indirectly from gambling on any result of any matches or the Competition as a whole, or another competition as a whole.

4.6 Bribery

Competitors shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or anything else of value to influence the judgement or conduct of a person. Competitors must never offer or receive any form of compensation to or from another Competitor or any other person to attempt to gain or give an unfair advantage in the Competition.

4.7 Exploiting and Hacking

Competitors shall not participate in any act of exploiting or hacking. Exploiting is defined as the use of an in-game bug or glitch in a manner not intended by the designers to seek an unfair advantage. Hacking is defined as any modification of hardware, software, game client, or internet connection.

4.8 Cheating

Competitors shall not cheat by using any kind of device, program, or any other method or activity that may gain or give an unfair advantage.

4.9 Ringing

Competitors shall not participate in any act of ringing. Ringing is defined as playing under another Competitor's account.

4.10 Intentional Disconnects

Competitors shall not intentionally disconnect from a match by any action (e.g., quitting the match, turning off PC, unplugging ethernet cable, etc.). Any action from a Competitor that causes a disconnect shall be deemed intentional regardless of the intent.

4.11 Profanity and Hate Speech

Competitors shall not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive. Competitors shall not engage in or incite hatred or discriminatory conduct.

4.12 Disruptive and Abusive Behavior

Competitors shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. A Competition may be conducted and broadcast in any country and include Teams from any country. Competitors are responsible for being aware of the sensitivities of the cultures of the hosting country, countries broadcast to, the participating Teams and Competitors, with regards to avoiding any comments, actions or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic. All determinations of any disruptive or abusive behavior are at the sole discretion of the Administration.

4.13 Intentional Delaying of or Interfering with the Conduct of the Competition

Competitors shall not intentionally delay or interfere with the conduct of the Competition through any means, including:

- Attempting to acquire tournament related information through informal means.
- Interfering with the execution of a match or the duties of tournament participants, including the Administration, Competitors, etc.
- Any other acts that are considered to have delayed or interfered with a match.

The determination of whether a Competitor and/or Team(s) action can be considered in violation of this Section 4.13 is at the sole discretion of the Administration, as is the appropriate punishment.

4.14 Harassment and Sexual Harassment

Competitors shall not participate in any act of harassment. Harassment can include systematic, hostile, and repeated acts which are intended to isolate or ostracize a person and/or affect the dignity of a person. Unwelcome sexual advances of any kind are strictly prohibited.

4.15 Discrimination and Denigration

Competitors shall not offend the dignity or integrity of a country, 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.

4.16 Criminal Activity

Competitors shall not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

4.17 Confidentiality

Competitors shall not disclose any confidential information by any method of communication including all social media channels. All communication with Administration is strictly confidential. The publication of such material without explicit written consent is strictly prohibited.

4.18 Concluding the Competition

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

4.19 Anti-Doping

All Competitors must respect and comply with the principles and standards set forth by the World Anti-Doping Agency (WADA). The use of substances or methods included in the WADA Prohibited List for the purpose of enhancing competitive performance is strictly prohibited. Administration reserves the right to request doping test results or additional medical documentation from Competitors whenever deemed necessary.

5 Broadcasts

5.1 Ownership of Broadcasts

- Krafton (or its licensors) shall exclusively own all right, title, and interest, including all related intellectual property rights, in and to the Game, any esports program that features the Game, the Competition, all copyrightable materials or trademark rights related to the Competition, including without limitation any websites, marketing collateral, logos or trademarks, or any designs for any of the foregoing (excluding the unmodified trademarks of Team and Likeness of Competitors if incorporated or used therein), and any suggestions, ideas, enhancement requests, feedback, recommendations or other information provided by Team or Competitors relating to the foregoing.
- Krafton (and its licensors, where applicable) shall exclusively own all right, title and interest, including all related intellectual property rights, in and to any broadcasts of the Competition.

5.2 Competitors Likeness

By participating, each Competitor grants Krafton and Administration the right to use such Competitor's Likeness for publicity purposes, including without limitation broadcast of the Competition, creation of other content from broadcasts or related to the Competition and PUBG esports or from the Competition content (by way of example and not limitation, in highlights and editorial coverage) and for marketing the Competition, PUBG and Krafton esports ("Publicize"). Competitor grants Krafton and Administration all necessary rights to use any name, in-game nickname, sobriquet, physical likeness (including but not limited to the voice, actions, likeness (actual or simulated), picture, photograph, silhouette, appearance), biographical information, game play statistics, and/or PUBG account ID of any Competitor (collectively, "Likeness"), for Publicity purposes prior to, during, or after the completion of Competition, in any media, throughout the world, in perpetuity, in connection with Publicizing the Competition, without any compensation or prior approval unless specifically prohibited by any applicable law.

5.3 Broadcasts by Competitors

Teams and Competitors will not broadcast the Competition or any matches or portions thereof without advance written permission of Krafton.

5.4 Team and Sponsor Names and Trademarks

By participating in a Competition, each Team grants Krafton and Administration the right to use Team's intellectual property, including but not limited to, name or trademark for the aforementioned publicity purposes in Section 5.2 prior to, during, or after the completion of a Competition, in any media throughout the world, in perpetuity, in connection with the aforementioned publicity purposes in Section 5.2, without any compensation or prior approval unless specifically prohibited by any applicable law.

By participating in a Competition, each Team both: (1) warrants and represents that they have the necessary rights to grant, and (2) affirmatively grants to Krafton and Administration, the right to use Team's sponsor's applicable intellectual property, including but not limited to, name or trademark, for aforementioned publicity purposes in Section 5.2, prior to, during, or after the completion of a Competition, in any media throughout the world, in perpetuity, in connection with the aforementioned publicity purposes in Section 5.2, without any compensation or prior approval unless specifically prohibited by any applicable law.

6 Conduct Violations and Penalties

Competitors who fail to abide by these official rules or Code of Conduct may be subject to penalties, fines, suspensions, or bans as deemed necessary and appropriate by Administration.

Administration reserves the right to investigate any instance in which a rule may be violated. Competitors shall not withhold information from Administration during an investigation. During an investigation, Competitors must adhere to the instructions of Administration and supply complete and accurate information. Competitors shall never create any obstruction to an investigation.

6.1 Issuance of Penalties

Administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any conduct or rule violations in accordance with the severity of the infraction. For the avoidance of doubt, any conduct that violates these official rules or the Code of Conduct may be subject to penalties regardless of the Competitor's intent. However, the presence or absence of intent may be considered by Administration when determining the severity of the penalty. Repeated infractions may result in more severe consequences. Penalties may include, but are not limited to the following:

- Verbal and/or written caution(s) and warning(s)
- Fine(s) and/or deduction(s) of prize money
- Forfeiture(s) of match(es)
- Disqualification(s)
- Suspension(s) or Ban(s)

6.2 Publication of Penalties

Administration reserves the right to publish any information regarding any violation of these official rules or Code of Conduct. By participating in the Competition, Teams and Competitors hereby waive any right to legal action against Administration, its Affiliates, or other Teams and Competitors regarding the issuing and publishing of penalties. Administration's determination as to the appropriate penalties will be final and binding and by participating in the Competition each Team and Competitors waive any right to bring a claim in court for Administration's decision or any remedies there of.

7 Limitation of Liability

7.1 No Consequential Damages

To the maximum extent permitted by applicable law, neither Krafton, Administration nor any of their respective affiliates, partners, sponsors, service providers, suppliers, officers, directors, managers, members, employees, representatives, agents or licensors (collectively, the "Krafton 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 SUPER, any Competitions, or the delay or inability to use or lack of functionality of the Game, even if a Krafton Party is at fault and even if a Krafton Party is aware of the possibility of such damages.

7.2 Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the Krafton Parties arising out of or in connection with SUPER, any Competitions, and PUBG will be limited to a Team or Competitors' direct damages in an amount not to exceed US\$ 1,000. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation.

7.3 Limitation on Liability

Krafton Parties shall not be liable for: (i) internet, telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (ii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iii) any injuries, losses or damages of any kind, including death, caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Competition; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Competition.

7.4 Disclaimer of Warranties

KRAFTON PARTIES DO NOT GUARANTEE CONTINUOUS, ERROR-FREE, VIRUS-FREE, OR SECURE OPERATION OF OR ACCESS TO THE GAME. THE GAME AND THE COMPETITION ARE PROVIDED ON AN AS-IS BASIS, AND THE KRAFTON PARTIES DISCLAIM ANY AND ALL WARRANTIES, CONDITIONS, COMMON LAW DUTIES, AND REPRESENTATIONS (EXPRESS, IMPLIED, ORAL, AND WRITTEN), WITH RESPECT TO THE GAME AND THE COMPETITION AND ANY MATERIALS OR INFORMATION PROVIDED TO TEAM OR COMPETITORS IN CONNECTION WITH THE COMPETITION, OR ANY PART THEREOF, INCLUDING ANY AND ALL EXPRESS, IMPLIED, AND STATUTORY WARRANTIES AND CONDITIONS OF ANY KIND WHATSOEVER, INCLUDING THOSE OF TITLE, NON-INFRINGEMENT, MERCHANTABILITY, FITNESS OR SUITABILITY FOR ANY PURPOSE (WHETHER OR NOT ANY KRAFTON PARTY KNOWS, HAS REASON TO KNOW, HAS BEEN ADVISED, OR IS IN FACT AWARE OF ANY SUCH PURPOSE), LACK OF NEGLIGENCE, AND LACK OF VIRUSES, WHETHER ALLEGED TO ARISE UNDER LAW, BY REASON OF CUSTOM OR USAGE IN THE TRADE, OR COURSE OF DEALING. THIS PARAGRAPH WILL APPLY TO THE MAXIMUM EXTENT PERMITTED BY LAW.

8 Interpretations

In the event of any conflict between SUPER and the Competition Specific Rules, SUPER shall prevail except to the extent specifically stated otherwise in the Competition Specific Rules. Competitors are subject to the Rules not only during the Competition and while on-camera. Competitors may be required to accept additional terms from Administration or Krafton to participate in the Competition. Any matters relating to Competition or PUBG that are not covered by SUPER or any additional rules or agreement regarding the Competition or PUBG shall be subject to an interpretation made by the Krafton or Administration and provided to the Teams from time to time in the form of an update to, or interpretation of, SUPER. Krafton or Administration's determination thereof will be final and binding. Krafton has the authority to take actions in the best interests of the Competition, PUBG and PUBG esports.

9 In-Game Settings

Every match in the Competition will use Esports Mode Settings. For the avoidance of doubt, Esports Mode Settings are identical to Ranked Mode Settings. All settings shall remain default unless explicitly stated below. Administration reserves the right to make changes to In-Game Settings for any reason at any time. Administration may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

9.1 Basic Game Settings

Match Settings: Game Settings

Map	Erangel, Miramar, Taego, Rondo
Perspective	TPP
Players	64
Team Players	4
Weather	Sunny

9.2 Erangel Blue Zone Settings

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	180	240	0.6	0.33	0.5	0
Phase 2		60	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	0
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.65	0.56	0
Phase 9		10	120	18	0.001	10	0

9.3 Erangel Vehicles



- **Vehicles:** In addition to the random vehicle spawns, fixed vehicle spawns have been added to Erangel.
- **Boats:** Boats will only and always spawn at the Light Blue dots.

9.4 Miramar Blue Zone Settings

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	180	240	0.6	0.33	0.5	0
Phase 2		60	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	0
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.65	0.56	0
Phase 9		10	120	18	0.001	10	0

9.5 Miramar Vehicles



- **Vehicles:** In addition to the random vehicle spawns, fixed vehicle spawns have been added to Miramar.
- **Boats:** Boats will only and always spawn at the Light Blue dots.

9.6 Taego Blue Zone Settings

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	180	240	0.6	0.33	0.5	0
Phase 2		60	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	0
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.65	0.56	0
Phase 9		10	120	18	0.001	10	0

9.7 Taego Vehicles



- **Vehicles:** In addition to the random vehicle spawns, fixed vehicle spawns have been added to Taego.
- **Boats:** Boats will only and always spawn at the Light Blue dots.
- **Garages:** Garages can be found at the Pink dots.

9.8 Vikendi Blue Zone Settings

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	180	240	0.6	0.33	0.5	0
Phase 2		60	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	0
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.65	0.56	0
Phase 9		10	120	18	0.001	10	0

9.9 Vikendi Vehicles



- **Vehicles:** In addition to the random vehicle spawns, fixed vehicle spawns have been added to Vikendi.
- **Boats:** Boats will only and always spawn at the Light Blue dots.
- **Garages:** Garages can be found at the Pink dots.

9.10 Rondo Blue Zone Settings

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	180	240	0.6	0.33	0.5	0
Phase 2		60	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	0
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.65	0.56	0
Phase 9		10	120	18	0.001	10	0

9.11 Rondo Vehicles



- **Vehicles:** In addition to the random vehicle spawns, fixed vehicle spawns have been added to Rondo.
- **Boats:** Boats will only and always spawn at the Light Blue dots.
- **Garages:** Garages can be found at the Pink dots.

10 In-Game Scoring

Every match in the Competition will award Points in accordance with the following scoring system.

10.1 Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each match. A Team will earn one (1) Kill Point per Kill.

10.2 Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each match. Teams will accumulate Placement Points based on the following matrix.

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9 - 16	0

10.3 Match Points

A Team's Match Points is the sum of their Kill Points and Placement Points.

- *Kill Points + Placement Points = Match Points*

For example, a Team who accumulates 10 Kills and finishes the match in the 3rd position will earn 15 Match Points (10 + 5 = 15).

10.4 Total Points

A Team's Total Points is the sum of all Match Points accumulated during a set period of time.

10.5 Tie Breaker

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

1. Match point
 - ① The ranking for each Match is determined by the total Match Points (Placement + Kill Point) earned.
 - ② If ① is a tie, teams with higher Placement will be ranked higher.
2. Accumulated point

- ① The final ranking is determined by the accumulated Match Points (Placement Point + Kill Point) for all matches
- ② If ① is a tie, teams with the higher accumulated Placement Point (excluding the Kill Point) in all matches will be ranked higher
- ③ If ② is a tie, teams with the higher Match Point (Placement Point + Kill Point) on the most recent match will be ranked higher
- ④ If ③ is a tie, teams with the higher Placement point on the most recent match will be ranked higher
- ⑤ If ④ is a tie, teams with the higher Total Damage on the most recent match will be ranked higher

11 Changelog

Any material changes to this document will be listed in this Changelog section and communicated directly to Competitors via the appropriate channels.

Version	Date Updated	Note
Version 2.0.0	2020.02.19	Updated for PUBG Esports 2020 Season.
Version 2.1.0	2020.06.03	Updated for PCS format.
Version 2.1.1	2020.07.27	Updated In-Game Settings.
Version 2.2.0	2020.09.15	Clarified Age Eligibility. Added sections on Team Ownership and Roster Rules.
Version 2.2.1	2020.12.30	Updated In-Game Settings.
Version 3.0.0	2021.04.08	Updates throughout in advance of PUBG Esports 2021 Season.
Version 3.0.1	2021.09.15	Updated Team Eligibility and PGC 2021 Roster rules.
Version 3.0.2	2021.11.12	Deleted for Most Chicken Rule. (MC Rule)
Version 3.0.3	2022.02.08	Deleted for PGC 2021 – Roster Rules and Visa Policies.
Version 3.0.4	2022.06.02	Updated for Tie Breaker.
Version 3.0.5	2023.02.08	Updated In-Game Settings.
Version 4.0.0	2023.05.02	Updated In-Game Settings – Ranked Mode Alignment.
Version 4.0.1	2023.08.28	Updated Vikendi.
Version 4.0.2	2023.10.20	Updated Erangel.
Version 5.0.0	2024.03.01	Updated Player Aliases and Roster Rules.
Version 5.0.1	2024.06.10	Updated rules to account for new map Rondo, Player Aliases, Team Names, Conflict of Interests, Roster Rules, Grant of Team and Team Sponsor Intellectual Property Rights, and rules surrounding Krafton's right to edit/blur certain Team Sponsorships.
Version 5.0.2	2024.10.15	Updated Taego.
Version 5.0.3	2025.07.07	Updated Roster Rules.
Version 5.0.4	2025.09.22	Updated Terminology.
Version 6.0.0	2026.02.03	Strengthened sportsmanship and competitive integrity; introduced the principle of accountability regardless of intent; established anti-doping clauses; reflected TPP perspective and virtual asset sponsorship restrictions.
Version 6.0.1	2026.06.11	Updated Ingame-Settings