



TOURNAMENTS RULES PUBG MOBILE

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Article 1. Introduction

1.1. Organizer.

PlayMo organizes the PlayMo Awurudu Vibes 2021 (the “**Tournaments**”) on PUBG Mobile (the “**Game**”), as described below.

PlayMo E-sports / [Mycity.lk](http://mycity.lk) / [HYPERLINK "http://mycity.lk"](http://mycity.lk) Tencent Games are here in after referred together as the “**Organizers**”.

1.2. Official Rule set.

The PlayMo Awurudu Vibes Rules (the “**OfficialRuleset**”) establish the rules of tournament play, including rules governing without limitation, player eligibility, conditions of residence, tournament structure, code of conduct, etc. By registering and participating in any Tournament, you fully accept all of the provisions of these Official Rule set.

No purchase of any kind will increase the chances of winning the Tournaments. The chances of winning a Tournament are entirely dependent on the skill, talent and individual expertise of each player.

Article 2. Conditions of eligibility

Players participating in the Tournaments must meet the eligibility requirements as described below. The Organizer reserves the right, at its sole discretion, to verify participants’ eligibility requirements by any reasonable means and at any step of the Tournaments.

The Organizer shall not take any responsibility for your compliance with local laws and visa requirements.

2.1. Regional Eligibility.

Participants must be citizens or legal residents for at least 6 months of an eligible country, in which the Tournament takes place,

In addition, the regional eligibility of the team composition for a Tournament may only require a specific number of players to be resident of the eligible countries as outlined in the Tournament page of the Tournament (e.g.: 2 players must be resident from a specific country and the 3 other players can be resident of other countries).

You may only participate in the Tournament so long as your participation does not violate applicable local laws. You are responsible for ensuring that your participation is not in violation with the laws of the jurisdiction in which you are a resident, and you must take all steps necessary to ensure such compliance.

2.2. Names.

The name, logo, or any content used by the player (e.g.: nickname) or a team shall not contain any content that is offensive, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory, contrary or likely to harm the interests of the Organizers, and more generally any element which is unethical, of E-sport values, or objectionable by a legislative or regulatory provision in force.

2.3. Teams Composition

Teams participating in a Tournament must have 4 players (one captain and three other players). Teams may also designate one substitute player at the moment they register to the Tournament.

All team members must respect the conditions of eligibility outlined in the Tournament page of the Tournament.

Teams are not authorized to make changes in their composition during the Tournament, except as otherwise agreed by the Organized for serious reasons on a case-by-case basis (e.g.: physical inability of a player to continue the Tournament). Changes must always comply with the conditions of eligibility and submitted to the Organizer for approval within a reasonable time before the next match of the team. The Organizer shall always have the possibility to refuse the change of a team composition.

2.4. Additional Requirements.

The Organizer reserves the right to refuse the registration of any player who is or has ever been banned or sanctioned in any way or for any reason by the Organizer of a previous Tournament or by any other third party organizer. You must have a valid video game copy on your mobile, a valid game account, and an internet connection to participate in the Tournament. The Tournament is exclusively played online.

The player agrees to perform all the necessary tests to ensure that his or her equipment is working properly before the tournament begins. The player agrees that his or her equipment is configured with a version of the video game that is legal or legally acquired and that is fully up to date. The player agrees that his or her accessories contain no parts or software that could adversely affect the proceedings of the Tournament.

For security reasons, the Organizers may forbid the use of certain materials, software or accessories, a list of which will be communicated to the player or players by the day of the Tournament at the latest.

Article 3. Tournament Structure

Except as otherwise indicated on Tournament, the Tournament Structure is the following: (i) online qualifiers (“**Online Qualifiers**”) followed by (ii) an online final (“**Online Final**”), as described below.

3.1. Online Qualifiers.

Schedule and Check-in: Online Qualifiers, played exclusively online, will take place at the dates indicate on the **PlayMo Discord** of each Online Qualifier.

Check-in information and exact schedule are indicated on the **PlayMo Discord** of each Online Qualifier. Players agree and acknowledge to consult the **PlayMo Discord** of each Online Qualifier and to complete the check-in.

Maximum Teams per Online Qualifier: The Organizer reserves the right, at its sole discretion, to increase the number of maximum players authorized to register and participate in each Online Qualifier.

Online Qualifier Format: for each Online Qualifier, 3 matches are played on the following maps:

Match #1 – Erangel

Match #2 - Sanhok

Match #3 – Miramar

Match #4 – Erangel

For each Online Final, a maximum of 20 teams can join the same lobby.

Scoring System: Teams earn points based on (i) their final rank and (ii) the number of kills achieved in each match (see table below).

Placement	Points
1	15
2	12
3	10
4	8
5	6
6	4
7	2
8 to 12	1
13 to 20	0
1 Kill	1 point

At the end of each Online Qualifier, teams are ranked according to the number of points earned. If two or more teams are tied, the following criteria will be applied to determine the rankings:

- Total accumulated kills across the Online Qualifier matches;
- Placement in the last match of the Online Qualifier;
- Total kills in the last-played match of the Online Qualifier;
- Total accumulated kills in the two last-played matches of the Online Qualifier.

3.2. Online Final.

The teams qualified through the Online Qualifier will compete during the Online Final, played exclusively on the Internet.

Online Final Format: 5 matches are played on the following maps:

Match #1 – Erangel

Match #2 - Sanhok

Match #3 - Miramar

Match #4 – Sanhok

Match #5 – Erangel

At the end of each Online Final, teams are ranked according to the number of points earned. If two or more teams are tied, the following criteria will be applied to determine the rankings:

- Total accumulated kills across the Online Qualifier matches;
- Placement in the last match of the Online Qualifier;
- Total kills in the last-played match of the Online Qualifier;
- Total accumulated kills in the two last-played matches of the Online Qualifier.

Article 4. Registration

Each team captain must register his or her team to the Tournament on Tournament and also provide all necessary information, which he or she will certify as accurate and complete.

The following information will be requested during the registration:

- Player name
- Contact no / WhatsApp no
- Game ID
- Player IGN (In Game Name)
- Email

The Organizers reserve the right to verify, by any means necessary, the authenticity of the information provided about the players in order to validate their participation in the Tournament, in particular their age, their identity and the ownership of their game account or of their Tournament account.

As the number of players who can register for a Tournament is limited, registration requests will be accepted by the Organizers in the order in which the registration request has been received by the Organizers (i.e.: *"first come, first served basis"*).

The Organizers reserve the right to invite one or more teams to the tournament.

In the event a team provides inaccurate information, the Organizers can either ask the captain of the team to modify the information provided or disqualify the team or cancel their participation in the Tournament for non-compliance with the conditions of eligibility.

Article 5. Game Settings

5.1. General Settings

The lobby for each match will be created by the Organizers. Teams will be invited by the Organizers in the lobby to start the match.

For each match, the gameplay settings are defined by default by the Organizers.

5.2. Match results

At the end of each match, teams shall immediately keep the results of the Tournament with screen shots and inform the Organizers of the result of the match, including any useful evidence to avoid any possible complaints, such as screenshots or video recordings.

Each team has the possibility, within ten (10) minutes of the end of a match, to contact the Organizers to contest the result of a match.

In the event a team files a complaint about the result of a match, the Organizer can require from the teams involved sending screenshots or video evidence in order to address the complaint.

The Organizer can, depending on the documents and evidence submitted by the teams involved, either dismiss the complaint or validate, either partly or entirely, the complaint.

5.3. No bugs or glitches allowed.

Players shall not use any bugs or glitches known by the E-sports community, whether or not specifically mentioned in the Official Rule set. In the event the Organizer determines that a participant voluntarily used a bug and/or a glitch which gave an unfair advantage, the Organizer may decide to either return to the state of the game before the bug or glitch occurred (if possible) or inflicts a penalty. Organizer determines at its sole discretion if the bug or glitch has been voluntarily or involuntarily used.

5.4. Disconnections

In the event of disconnection, the following rules apply:

- If the match is involuntarily interrupted (e.g.: players or servers crash, network interruption,...), the Organizer will either have the possibility (i) to return to the state of the game before the problem

Occurred, (ii) to start a new match with the same settings, or (iii) designate the winner of the match (and final placement).

- If the match is voluntarily interrupted, the player who voluntarily disconnected will be disqualified. The

Organizer can decide at its sole discretion if the match has been voluntarily or involuntarily interrupted.

5.5. Pauses.

Players do not have the right to pause the game.

5.6. Communication with third-party.

Players are not allowed to communicate with any third-party (included coaches) during a match.

This restriction also includes obtaining information related to the match in progress via external sources (e.g.: streaming channels, social networks, communication tools...).

5.7. Records and Broadcast.

Only the Organizer is authorized to record and broadcast the Tournament, worldwide, on the Internet, on television or on any other communication medium, known or unknown. Except as otherwise permitted by the Organizers, Players are not authorized to record or broadcast the matches.

5.8. Forfeit.

In the event that a player is unable to participate in a match, for any reason whatsoever, this player will be considered forfeit for that match. A player considered forfeit for a match loses the match.

Article 6. Rules Changes

The Organizer reserves the right to modify these Official Rule set at any time, without any obligation to follow

A specific process beforehand, without notice and without consequences. The Organizer agrees to contact

The players via all the usual communication channels, including by e-mail, to inform them of any modifications to the Tournament format or in case of a change to the times of any matches.

Article 7. Prizes

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Article 8. Code of conduct

In order to provide a rewarding tournament experience for all, the Organizer requires players to play calmly, respect each other, demonstrate good sportsmanship, be honest, fair-play, show respect to spectators, players and Organizers.

By participating in the Tournament, each player agrees to respect the relevant laws and rules as well as the Code of Conduct and the various stipulations and conditions of these Rules.

These rules of conduct are intended to provide a non-exhaustive list of the various behaviors that are prohibited or dishonest, or that could lead to unfair advantages. The Organizer reserves the right to modify these rules of conduct at any time, as well as to take any appropriate disciplinary steps in the case of actions that go against the code of conduct, whether said action is specifically mentioned in the list below or not.

The following behaviors can lead to disciplinary sanctions:

- **Refusal to follow the Organizer's instructions, which are necessary to ensure that the Tournament runs smoothly;**
- **Arriving late for the tournament;**
- **Poor sportsmanship;**
- **Choosing a username or broadcasting content that implies a false association with the Organizers or that is vulgar, obscene, offensive, immoral, illicit or harmful to a third party;**
- **Harassment, following, threatening, intimidation or other harmful behavior towards other participants or towards the Organizers;**
- **Communication of any content that could be considered offensive, including material that is illegal, insulting, injurious, threatening, abusive, vulgar, obscene, sexual, racist or defamatory, whether it be on grounds of race, political or religious opinions or sexual orientation; in general anything that is unethical or unsportsmanlike or punishable by law or a relevant rule;**
- **The public sharing of private and confidential communication between the Organizers and players;**
- **Intentional disconnection during a game;**
- **Publication of marketing or promotional content;**
- **Publication of content that could harm the reputation or image of the Organizers or of a third party;**
- **Creation of a false identity or impersonation of a third party;**
- **Direct or indirect offers, promises, donations, gifts or any other kind of benefit to an Organizer with the aim of gaining an advantage during the Tournament;**
- **Publication of the personal information of other players (such as names, addresses, telephone numbers, etc.) in a public space, whether it be on social media, a website, or any other channel;**
- **Deliberate use or exploitation of a bug in the video game to gain an unfair advantage, whether or not it is specifically mentioned in the Official Rule set;**
- **Fraudulently accessing or maintaining access to all or any part of the automated data processing systems;**
- **Use of a cheating program that modifies the features of the game, its rules, its data or its graphics;**
- **Tampering with or obstruction of an automated data system, whether it relates to the video game or a service;**
- **Transmission or aiding in the transmission of technological viruses, corrupted data or any other method intended to hinder the proper functioning of an automated data system.**
- **Failure to notify the Organizers of the existence of a bug or a fault that could allow someone to gain an unfair advantage during a match;**
- **Not doing his or her best effort to win a match;**
- **Betting or establishing a system for illicit betting on the Tournament;**
- **Manipulation of the ranking of the Tournament.**

The behaviors listed, along with any other harmful behavior, whether committed intentionally or unintentionally or simply attempted, are punishable by a sanction in the manner defined in these Rules. Any person who, through help or assistance, facilitates the preparation or commission of the infringement may also be subject to a disciplinary sanction. Players can inform the Organizers of any harmful behavior or content relating to the Tournament. Players may not, by any means, promote, advertise or associate with companies in the following sectors or products:

- Tobacco products;
- Cigarettes, e-cigarettes, vaporizers;
- Alcoholic beverages;
- Pharmaceutical products or services;
- Entertainment services for adults only (including pornography);
- Products from the firearms industry;
- Gambling, betting, lottery, fantasy league;
- Any illicit product or service;
- Any product or service that may be detrimental to Organizers business.

Article 9. Applicable Disciplinary Sanctions

If a player violates these Rules, in particular the code of conduct, the Organizer reserves the right to sanction the offending player in accordance with the seriousness of the infraction committed.

The Organizer may inflict to a player with the following sanctions depending on the degree, severity and repetition of the violation, in the order of severity as follows:

- Warning;
- Loss of a Match;
- Tournament Disqualification;
- Prizes Removal;
- Banning from the Tournament and future tournament.

In addition to these disciplinary penalties, the Organizers reserve the right to take legal actions, both civil and/or criminal, against any person who has or who has attempted to interfere with the smooth running of the Tournament, in particular by participating in a case of cheating, fraud, or damage to an automated data processing system, whether or not he/she has participated in the Tournament.

9.1. Behavior.

- Players cannot engage with other players in a verbal manner (curse words, racism, and sexism).
- Players must speak with game masters and referees with respect.
- Players cannot share the contact info of the game master or other players without their consent.
- Flooding and spamming both in writing and verbally is forbidden.

Article 10. Confidentiality

During the Tournament, the Organizers may have reason to communicate privately with one or more Players. Any messages intended exclusively for one or more specific persons will be considered as private correspondence. Private correspondence is protected as 'secret' and the recipients of the messages are not authorized to publicly reveal the content of these messages. Anyone who discloses private correspondence without authorization can be held civilly or criminally liable.

Article 11. Personality Rights

The participant authorizes royalty-free, the Organizers, the companies of their respective groups, their affiliates, their subsidiaries, the commercial and media partners of the Tournament, or any person acting on their behalf, to fix, capture, record the image (including the voice, the silhouette, the surname, the pseudonym), by any means or media (photography, video, recording,...) and to exploit, use, reproduce exhibit, publish, broadcast, display, represent, modify, adapt, translate, sub-title, the image, surname, pseudonym and/or voice, of the participant, in all media, known or unknown, on any medium, in particular on any Internet website and mobile adaptation or declination, including the websites of the Organizers, of their respective groups, their affiliates, their subsidiaries, the commercial and media partners of the Tournament, the page of the social networks of these companies, the services offered by these companies, the television channels (via linear TV, cable TV or satellite, internet IPTV or non-linear TV such as catch-up, VOD, SVOD, OOH, in-flight entertainment), the press publications, both in digital and in paper edition, in any format, including but not limited to CD-ROM, DVD, Blu-Ray, computer, mobile phone, in any language, by any means known or unknown, worldwide, on a perpetual basis. This authorization also includes the video, footages or images sent by the participant to the Organizers, and the right to broadcast any action made on the Game (e.g.: gameplay).

Article 12. Intellectual Property

The brands, logos, software, drawings, models, databases, online services and video game used during the Tournament are protected under intellectual and industrial property provisions and belong to the holders of the respective rights. Any reproduction of material or representation of rights is strictly forbidden.

Article 13. Limitation of Liability

Participation in the Tournament implies that players fully understand and accept the characteristics and technical limitations of electronic communication networks. The player recognizes that the online services are provided "as is", without any guarantee, and that use of them is at his or her own risk and peril. The Organizer cannot guarantee that the services will not be interrupted, that they will be exempt from faults or that anomalies will be corrected; they will not be held responsible for any partial or complete interruption of certain services used during the Tournament. Epilepsy warnings: some people may experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in daily environments. These persons may need to take special precautions before using the Game. In the event you have experienced symptoms linked to an epileptic condition (e.g.: loss of awareness or a seizure), immediately consult your doctor before using any video games.

Any direct or indirect damage inflicted upon the player or third parties during the Tournament is neither the responsibility of the Organizer nor of its commercial or media partners, unless a serious fault is found with regards to safety requirements. The responsibility of the Organizer is strictly limited to the organization of the Tournament and the provision of information necessary for participation.

Article 14. Personal Data

14.1. Data Collected.

During registration for the Tournament, the Organizers collect personal data about the player, which may include information about his or her identity (e.g.: first and last name, date of birth...), and, possibly, with regard to the game (game account, username, ranking, etc.), which the player certifies is complete, accurate and relevant. This data is strictly necessary for the organization of the Tournament and its media coverage (notably the sharing of players' results on the Internet by means of their usernames).

Any registration for the Tournament with incomplete or inaccurate data may lead to the cancellation of the registration and even the imposition of a disciplinary sanction, to be determined at the Organizers discretion.

14.2. Reasons for processing the collected data.

The data collected by the Organizers is used to ensure that the Tournament runs smoothly: to verify the conditions of eligibility and more generally for the administrative and technical management of the Tournament. In addition, data collected by the Organizers is used to share the performance of players on the Internet, on social media and with certain media outlets, for publication anywhere in the world. By participating in the Tournament, the player agrees that his or her data may be processed in this way, which is strictly necessary to the Tournament's organization. The data collected by the Organizers can also be used by the Organizers for statistical purposes and for the establishment of player rankings based on their performance over the course of multiple tournaments. Finally, the data collected is used by the Organizers to create and maintain a file regarding any disciplinary sanctions inflicted on players. This processing is necessary for the legitimate interests of the Organizers in order to ensure the smooth running of the Tournament and to take any measures necessary to address behavior that contravenes these Rules.

14.3. Recipients of data.

Data will be shared with authorized services used by the Organizers. The player is also informed that any data collected during the Tournament may be shared with technical subcontractors who will process it for the aforementioned reasons, in particular with regards to the material organization of the Tournament and its media exposure, or to fulfill legal or other requirements.

In the event that data is transferred to a subcontractor, the Organizers agree to have taken the necessary precautions such that the subcontractor promises to process the data according to the Organizers instructions and that appropriate security measures will be taken.