



PLAYER UNKNOWN BATTLEGROUNDS MOBILE (PUBGM)

1.0 TOURNAMENT REGULATION

This competition is conducted in accordance with the conditions and rules set by the Organizing Committee of Sukan Antara Kolej 2025 Universiti Teknologi MARA.

2.0 ELIGIBILITY OF PLAYERS

- 2.1 All students are enrolled in full-time courses at Universiti Teknologi MARA Shah Alam during this competition.
- 2.2 All students who registered in the Academic session during the competition.
- 2.3 Refer to Perkara 4 Peraturan Am

3.0 TOURNAMENT FORMAT

- 3.1 Tournaments are held online.
- 3.3 Team event competition
- 3.3 Each team can register 5 players (4 players + 1 reserve player)
- 3.4 Two (2) competition categories, which are men & women's teams.

4.0 RESPONSIBILITY

All equipment and use of internet data is the responsibility of the participants / teams respectively.

5.0 MATCH REGULATION

There is no grouping in this tournament. Only Final on both categories and play for 6 maps.

5.1 Match Format

- 5.1.1 Each squad will be participated by four (4) players and one (1) reserve.
- 5.1.2 Top 12 squads will be given points in each round.
- 5.1.3 Squad with the highest accumulated points from all rounds will be announced as the winner.

5.2 Point Distributions

RANK	POINTS	RANK	POINTS
1	15 points	10	1 points
2	12 points	11	1 points
3	10 points	12	1 points
4	8 points	13	0 points
5	6 points	14	0 points
6	4 points	15	0 points
7	2 points	16	0 points
8	1 points		
9	1 points	KILL	1 point

5.3 Tie Breaker

- 5.3.1 If results of the tournament tied points between the teams, the following criteria in order will determine the rank
- 5.3.2 Total times of **winning the first placement** across all Tournament Games in the applicable stage.
- 5.3.3 Total accumulated **placement points** across all Tournament Games in the applicable stage.
- 5.3.4 Total accumulated **kills** across all Tournament Games in the applicable stage.

5.3.5 **Placement in the most recent match** of the Tournament stage.

5.4 Rematch/Remake Round

5.4.1 In-Game Bugs

The player is responsible which no rematch/remake for the round in such actions and situations as follows:

- 5.4.1.1 Player is caught in a terrain or materials that cannot be physically moved or placed in a game or is trapped in a box or an object from a forced movement, or vehicle explosions
- 5.4.1.2 Trying to go pass or through a narrow hole, wire fence, or buildings
- 5.4.1.3 Park the car too close to the building's wall or object that will make the character to be stuck in between an object
- 5.4.1.4 Car explosion due to the car getting stuck in a low terrain while driving in high speed
- 5.4.1.5 Motorcycle (including tri-motorcycle) getting stuck to a truck, objective, terrain, landscape, etc. causing an explosion of the motorcycle while in motion
- 5.4.1.6 Knocks or deaths from motorcycle unnaturally flying in the air while riding causing fall damage
- 5.4.1.7 Dies from the circle or shots from another player by getting stuck to a specific area in the map unable to get out
- 5.4.1.8 When two players are stuck in between the door, unable to move and died in the game

5.5 Rematch/Remake Conditions

Below are the cases/situation where rematch/remake will be established by the organizer occurs and all the players cooperate

5.5.1 Situation where the marshal thinks that there is an unfair gaming environment

5.5.2 Situation where the marshal decides that the game cannot be continued as per normal due to a technical difficulty unless it is a player's mistakes and carelessness

- 5.5.3 Situation where all players in the game stops or freezes in the loading screen not being able to move
- 5.5.4 When there is **MORE THAN 10% MISSING PLAYERS** before the flight starts o
Example: 64 players x 10% = 6 players
- 5.5.5 Situation where **MORE THAN 5 PLAYERS** do not get on board to plane after host starts the game
- 5.5.6 Situation where **MORE THAN 5 PLAYERS** not able to play the game because of unintentional in-game bug within the first minute of the first circle
- 5.5.7 Player experiencing in-game **bug parachute** (Jump bugs) situation in first 3 minutes moment when the plane takes off:
 - 5.5.7.1 Individual situations
 - 5.5.7.1.1 The match resume when the players survive after landing
 - 5.5.7.1.2 The match will be remake when the players died after landing
 - 5.5.7.2 Squad situations
 - 5.5.7.2.1 The match remake when the whole team end up in different locations
- 5.5.8 Players or squad sit in the **WRONG SLOT**
 - 5.5.8.1 **Penalty shall be enforce to the player who make the situation occurs**
- 5.5.9 Hosted game is **NOT THE RIGHT SETTINGS**
- 5.5.10 Players have to **REPORT THE SITUATION WITHIN THE FIRST 5 MINUTES** after the organizer host started the game to the marshall incharge
- 5.5.11 Reported situations **MUST INCLUDE EVIDENCE** at least a screen recording of the first 5 minutes (including 2 minutes stand by phase) the players or the team. **SCREENSHOT SHALL NOT BE CONSIDER AS EVIDENCE** by the organizer

6.0 GENERAL REGULATION

All equipment and use of internet data is the responsibility of the participants / teams respectively.

- 6.1 Map : Random (TBC)
- 6.2 View : Third-Person Perspective (TPP)
- 6.3 Mode : Classic

- 6.4 Team : Squad
- 6.5 Inventory : Default
- 6.6 **Room ID and Password will be given by the Marshall 15 min before each round starts**

7.0 MATCH RULES

7.1 Device

- 7.1.1 Only Mobile Phones are allowed. Tablets, Computers, Laptops and Notebooks are not allowed.
- 7.1.2 Only original apps develop by Tencent Games and installed thru Apple apps store or Google play store are allowed
- 7.1.3 Any participant caught using other third party apps or were reported using third party apps will be banned the whole squad for 2 Rounds.
- 7.1.4 Third party/external triggers are not allowed.

7.2 Spectator

- 7.2.1 Spectators are not allowed except for appointed Marshall and Committee.
- 7.2.2 Participants are not allowed to share ROOM ID and PASSWORD to another person that is not involved in the ongoing game/tournament.

7.3 Time management

- 7.3.1 All participants have to be at the tournament venue 30 min before each round starts.
- 7.3.2 Each individual in each squad must be presented at the venue before Room ID and Password are given.
- 7.3.3 Every round, the game will start 10 min after Room ID and Password have been given.
- 7.3.4 Any squad that fails to come to the venue at time given will be not eligible to play that round.

8.0 LEGAL PROCESS

- 8.1 Legal proceedings are not permitted.
- 8.2 Marshall and admin decisions are absolute and final.
- 8.3 Any form of negative publicity/comments made in any form of media such as Facebook, Instagram, Twitter, to name a few, will be subject to immediate disqualification from the tournament.

9.0 ATTIRE

Platers must follow suitable attire according to UiTM Students appearance.

10.0 PLAYER CHECK IN

Only 15 minutes given before the tournament begin

11.0 WITHDRAW AND SURRENDER

Each player must finish every game and must not intentionally give a free win to an opponent even if disconnected from the internet network. Otherwise the entire team may be eliminated from this competition.

12.0 MATTERS / RULES NOT STATED

All matters and rules that are not stated in this will be decided by the Organizer Committee of the Sukan Antara Kolej (SUKOL) Universiti Teknologi MARA and the decision is final and eligible.