PUBG MOBILE

1.0 RULES & REGULATIONS

This competition is conducted in accordance with the conditions and rules set by the Organizing Committee of UiTM International Sports Fiesta (UiSF) E-Sports 2021 Universiti Teknologi MARA.

2.0 ELIGIBILITY OF PLAYERS

2.1 This tournament is by **INVITATION ONLY.**

2.1 Students of Universities.

2.3 Each university may register a maximum of two (2) teams for team event

3.0 REGISTRATION

3.1 Tournaments are held online.

3.2 Team event competition.

3.3 Open Category.

3.4 Team members must be from the same university.

4.0 MATCH REGULATION

Grouping will be play 3 round dan Grand Finale play 4 round.

4.1 Match Format

4.1.1 Each squad will be participated by 4 players.

4.1.2 Each squad will be randomly selected into groups.

4.1.3 Top 12 squad will be given points on each round.

4.1.4 Squad with highest accumulated points from all 5 rounds will be announced as the winner.

4.1.5 Top 8 squad each group qualify for the Grand Final.

4.2 Tie Breaker

4.2.1 If results of the tournament tied points between the teams, the following criteria in order will determine the rank

4.2.1.1 Team with most Winner Winner Chicken Dinner (WWCD)

4.2.1.2 Team with higher total kill

4.2.1.3 Team with higher final round total point

4.2.1.4 Team with higher rank in final round

4.2   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

5.0   GENERAL REGULATION

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

5.1 Map   : Random (Sanhok, Erangle & Mirammar)
5.2 View   : Third-Person Perspective (TPP)
5.3 Mode   : Classic
5.4 Team   : Squad
5.5 Inventory   : Default
5.6 Room ID and Password will be given by the Marshall 15min before each round starts

6.0   MATCH RULES

6.1   Device & Internet Data

6.1.1   Only mobile devices (No tablets).

6.1.2   No emulators or non-handheld devices is prohibited.

6.1.3 No peripheral devices (Controllers, Bluetooth keyboard, shoulder button (including build-in) and mouse.

6.1.4 Players shall use their own data internet services which is not provided the organiser.

6.1.5 Only original apps develop by Tencent Games and installed thru Apple apps store or Google play store are allowed

6.1.6 Any participant caught using other third party apps or were reported using third party apps will be ban the whole squad for 2 Rounds.

6.1.7 Third party/external trigger are allowed.

6.2 Spectator

6.2.1 Spectator are not allowed except for appointed Marshall and Committee

6.2.2 Participant are not allowed to share ROOM ID and PASSWORD to other person that is not involved on the ongoing game/tournament.

6.3 Time management

6.3.1 All participant have to be at the tournament venue 30 min before each round starts

6.3.2 Each individual in each squad must be presented at venue before Room ID and Password are given.

6.3.3 Every round, game will start 15 min after Room ID and Password been given.

6.3.4 Any squad that fail to come to the venue at time given will be not eligible to play that round.

7.0 LEGAL PROCESS

7.1 Legal proceedings are not permitted.

7.2 Marshall and admin decisions are absolute and final.

7.3 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.