Rules and guidelines

DreamHack PUBG Showdown Qualifier rules

The Spirit of the Rules

The rules written here and on the tournament are meant to facilitate the smooth progression of the tournament and help players and administrators resolve conflicts. The most important principle is that teams and players attempt, to the best of their abilities, to play and finish their matches regardless of what happens.

An infraction of the rules (breaking them) may cause a team to forfeit a game – take an automatic loss. Severe infractions of these rules may lead to a disqualification from the tournament.

0. Definitions

- **Tournament** - The competitive format that determines the process of the qualifier. Is made up of one or more rounds.
- **Round** - A round contains one or more matches. After every round, some amount of participants are eliminated from the tournament (in the case of a single elimination tournament).
- **Match** - The result of a match determines the placement of a team in a round, and whether or not they proceed. A match contains one or more games and is played in a "total point series" format (specified as "best of X").
- **Game** - A game is the same as one instance of a playing a map on the server.
- **Map** - One map per game is played. All games in a match may use the same map, or different maps, depending on the format of the competition.
- **Game Server** - The server on which the game is played, that has a specific map and other game-level settings.

1. Participants

1.1 Team registration
Players are required to register both individually and as a team on the Challengermode platform in order to take part in team tournaments.

1.2 Registration Process
All players must have a Challengermode Account with their Steam account connected to that account.

The Team Captain will create the team with a suitable name and invite players to the team. Once the team is assembled, you may join the tournament, but all players must individually confirm their participation (ready-up) before the team is completely registered.

1.3 Team Names
We reserve the right to ask you to change the team name, and team names should not be rude or offensive, or infringe the copyrights of existing esports teams.

1.4 Player Restrictions
Players are limited to playing for only one team. As per our terms and conditions, players are also limited to one account per person. Breaching this clause may result in all accounts being banned.
- Players from invited teams are not allowed in other teams in the qualifiers
- Players are not allowed to sign up for more than one specific region for the qualifiers..
- You must have a valid VISA (or equivalent permission) to enter the US for the duration of Dreamhack Austin 2018 if your nationality requires it.

1.5 Teams Restrictions
A Closed Qualifier Invited team is not allowed to participate in Open Qualifiers.
If your roster consists of 3/4 players from any region you must continue playing in that specific qualifier region. If your team consists of players from multiple regions with a 50/50 split you can choose your region, but you must stick with your choice throughout the whole tournament.

1.6 Teams Slot Ownership
For the team roster to remain valid at least 3/4 players need to remain the same throughout the tournament. This includes the event in Austin.

1.7 Player Substitutions

Teams are permitted to make substitutions from the original lineup in this tournament. The substitute must also be registered in the tournament, and in the same tournament team lineup to count as a valid substitute. No exceptions can be made to this.

Edit the tournament team lineup on the team overview to substitute a player into the main lineup. *Substitutions should be made before the next round/match has started.* (The new team lineup must be edited and updated before the next tournament game lobby is created.)

2. Tournament Administration

2.1 Challengermode Administrators
The tournament may have an individual admin (administrator) assigned as head admin. However, questions, answers and issues can be directed to and handled by any Challengermode admin and mod (moderator). **The head admin's decision is final**. Who the head admin is will be clarified, if needed, before or during the tournament. If not explicitly stated, any member of the Challengermode admin team can serve as the head admin.

2.2 On-platform messaging
The Challengermode platform has both team and private chat function where you can speak to individual players or teams. To contact an admin, use the support chat primarily. This can be reached by clicking on the ? symbol in the top right corner of Challengermode.

2.4 Tournament Discord
The tournament Discord channel, which can be found on the main tournament page should be joined by every member of the team.

2.3 Tournament chat
Each tournament has a tournament chat area where tournament discussions should be be held. If you are in urgent need of help from an admin, use the support chat instead.

2.4 Chat language
English is the preferred and official language used in all public Challengermode chats. Whilst there are some admins or mods who will speak other languages, it is best to speak communicate via English. Only English is allowed in the Community Chat.

2.5 Tournament Decisions
Tournament decisions are made on a case by case basis. There is no precedent from previous cases.

3. Bans

Bans of players in a team will disqualify the entire team from participation in the tournament. Players who are currently serving a Ban for violations of game, be it short bans or extended permanant bans will not be able to take part.

4. Rules Changes

Challengermode reserves the right to make changes to any of these rules before, during or after the tournament if needed to better comply with the spirit of the rules, fair play and the smooth progression of the tournament(s).

5. Code of Conduct

5.1 Sverok Code of Conduct
We adhere to the principles laid out by organization Sverok in their esports Code of Conduct. See An esports Code of Conduct to read or download it in English.

5.2 Wheaton's Law
Don't be a dick.

5.3 Practice respect at all times
Regardless of time or medium, respect should be used at all time with anyone from Challengermode, be it staff or players.

6 Broadcasting

6.1 Players Broadcasting
Players may stream their matches using any platform for broadcasting. However, a delay must be created on the stream (Minimum of 3 minutes, but a 5 minute delay is recommended), and players are reminded to comply with the terms and conditions of the broadcasting platform.

6.2 Broadcasting Requirements
If you do choose to broadcast the tournament on your own stream, the title should feature details of the tournament you are taking part in within the title, EG - Dreamhack PUBG

7. Conditions of participation

7.1 Age
DreamHack has no minimum age requirement; participants under the age of 18 require their parent's or legal guardian's permission by signing a waiver. The waiver can be found here (link coming soon). Guardians shall be aware of DreamHack's rules!
Visitors under the age of 13 must have parental supervision at all time.
https://dreamhack.com/austin/faq

7.2 Usernames/Team names
Your Username/gamer tag and team name are not allowed to contain swear words or other overtly offensive language. The head judge or tournament admins may ask you to change these names at their discretion.

7.3 Game Account
Players must use their own game account. Account sharing is not permitted.

8. Payouts

8.1 Prize distribution for regular tournaments
Tournament Prizes and the distribution of those prizes are handled by Challengermode unless otherwise noted. Monetary prizes will be distributed when the tournament has been completed. Non-monetary prizes will be distributed as quickly as possible after the tournament has completed.

For the Dreamhack PUBG Showdown, the $100,000 prize pool is handled and paid out by Dreamhack.

8.2 Disqualified teams
Disqualified teams lose the right to any part of the prize pool regardless of their position in the tournament at the point the disqualification occurs.

9. Anti cheat software & Monitoring

We reserve the right to monitor any player during the tournament.

10. Cheats
Bans and disqualification will occur for the use of, but not limited to:
- Wallhacks
- Aimhacks
- Speedhacks
- Model manipulation
- Teleportation
- Hitbox Manipulation
- ESP
- Using bugs to gain advantage will also result in disqualification.

11. Betting or gambling
Players or coaches, as well as Admins and administration staff from Challengermode, are prohibited from gambling or betting on any matches in any Challengermode tournament.

12. Grievances or disputes in a match

12.1 Report a game issue
Any issues within a match or game need to be raised immediately. We will not be able to make changes to any match result after a tournament round has been completed in the tournament system (that is once the *next* round has started).

12.2 Manual match decision
Decisions made by appointed Admin or the Head Judge are final. Regardless of the decision made, Admin and the Head Judge are to be treated and spoken to with respect, whether you agree with the decision or not. Any disrespect shown toward Admin of the Head Judge will result in immediate team disqualification.

13. Game effecting bugs and glitches

Any in-game bugs or glitches that affects the outcome of the game should be raised with a tournament admin.

14. Recording/Replays

The replay function must be enabled in-game when you compete in any PUBG event or you will be disqualified.
All replays and screenshots from the matches need to be saved for 14 days. The admin team has the right to request the replay or screenshot at any time within the 14 days.

How to find your replays: press "Windows Key + R" and type "%localappdata%\TslGame\Saved\Demos". Click OK, that opens a folder which contains all replays.

15. Misconduct and Unsportsmanlike Behaviour
As previously stated, players are expected to behave according to the rules outlined here and the Code of Conduct at all times.
This includes but is not limited to:
- In-game
- Chat
- Challengermode platform
- Social Media
- Face to Face (IRL)

Toxic behavior, flaming and unsportsmanlike behavior may result in a warning, a disqualification from the tournament or in rare cases a permanent ban from Challengermode.

16. Ringers, Non-player accounts, and account sharing
The players registered to the tournament are the only players permitted to take part.
The player's game account registered on Challengermode must be the same used to play the actual games.
Ringers or account sharing will result in disqualification.

17. Match Format and Procedure
Matches will be played best of 3 maps with all games played on Erangel.

Each team will be placed in a game lobby on Challengermode automatically once a match has started (on Challengermode). Each team will be required to take the same team slot in the game server lobby, as they have been given in the Challengermode game lobby on-site (the same team slot number).

After a map has been played and the game is concluded, the admins and/or tournament system may require up to 15 minutes to collect and report the results, which will be displayed for all teams in the Challengermode game lobby page.

17.1 Point System

This point system will be used in all games of the DreamHack PUBG showdown from the open qualifiers all the way up to the grand finals.

PLACEMENT	POINTS
1st	400
2nd	300
3rd	240
4th	200
5th	165
6th	135
7th	110
8th	90
9th	75
10th	65
11th	55
12th	46
13th	38
14th	32
15th	27
16th	23

Every kill is worth 12 points.

17.2 In-Game Rules

No pauses are allowed during a game.

A team should play with at least 3 players in any given match. If less than 3 players join the server in time, the admin may choose to kick the remaining players and the team will have to sit out that game. The team can join the next game with 3 players or more.

If a player disconnects while the game is running and can't reconnect, they will have to sit out that round.

17.3 Server Settings
Cosmetics Multiplier: 0x
AR Multiplier: 1.5x
Flare Gun: 0x
Crate Drop: Default
Circle Settings:

	Delay(s)	Wait(s)	Move(s)	DPS	Shrink	Spread	Land Ratio
PHASE1	120	300	300	0.4	0.35	0.5	0.7
PHASE2	0	130	130	0.6	0.57	0.5	0.7
PHASE3	0	90	140	1	0.57	0.5	0.7
PHASE4	0	80	140	3	0.6	0.5	0.7
PHASE5	0	70	110	5	0.6	0.5	0.7
PHASE6	0	70	110	7	0.55	0.5	0.7
PHASE7	0	70	80	9	0.5	0.5	0.7
PHASE8	0	60	60	15	0.5	0.5	0.7
PHASE9	180	10	30	11		0.5	0.7

Red Zone: Off
Weather: Sunny
Perspective: First-Person Perspective (FPP)

17.4 Joining the server
If a team is missing members in the lobby when it is time to start the game it will be started without them, unless an admin decides otherwise.

18. Match Results

18.1 Manual results
After each game Admins manually collect and update results. This may take up to 15 minutes.

18.2 In case of server error
In the instance of a bug or internal server error, teams may be required to provide written confirmation of the result or screenshots. It's in your interest to take screenshots of each death/win screen and save it for at least 7 days.

18.3 Tiebreakers

In the instance of a draw between teams after a *match*, the following factors will differentiate the tie, in order:

1. Score
2. Placement score (Eg points collected from placed positions)
3. Kill score (points accrued through kills)
4. Average placement across all maps
5. Highest placements across all maps
6. Manual decision (coin flip/randomized decision)

19. Technical Issues

19.1 Individual player issues of a technical nature

All players are responsible for dealing with their own technical issues, both in terms of equipment failure and internet connectivity. This includes updates to games and steam, as well as any software issues that may affect your ability to play.

In case where problems affect a large amount of the players in the lobby, the game, or through Steam it will be decided by the Head Admin on how to proceed.

19.2 Server crashes interfering with game result reporting

As server crashes may occur unexpectedly, each player is obliged to take a screenshot of their death/win screen to make sure that, if for any reason, the observer is unable to collect game results during the end of a game accurate statistics are still available for admins after the game has ended.

In the event that complete scoring information is not available, the admins will use any information available, including reports from players or spectators to determine a final score that is as accurate as possible. In the worst case, the admins may decide to replay the game.

19.3 Disconnects

In the event of a whole team not connecting to the server during the one minute startup timer, the admin will make a decision as to whether the game should be restarted or not.
If a player disconnects while the game is in waiting and is unable to reconnect, it will be the admin's decision if the game is to be restarted or not.
Players are solely responsible for their own internet connection and game. If a player disconnects while the server is still running, they can attempt to reconnect. If this is not possible they must wait for the next game, if one is played. Player's scores up until the time of disconnect will still count even if they were not able to rejoin.

19.4 "#Unknown" bug (unknown player names)

In the event that all players on the server are marked as "#unknown" the round will be restarted.

If many players show as "#unknown" in the game instead of their player names, the admin will proceed to kick everyone from the server and start a new one immediately, in the event that it affects proper scoring and identification of teams.

If a player sees "#unknown" on their end, please notify the admins as quickly as possible. However, as long as admins do not see this on their end, the game will proceed as usual and scores can be collected correctly.