

These are the rules for the **PUBG Global Invitational 2018 SA Qualifier**. We make every effort to ensure the rules are complete and up to date but this may not always be the case. You should always check the Info Page and News for additions, exceptions and modifications that may apply. The rules are a guideline and the decisions by admins may differ from them depending on the circumstances.

IMPORTANT! Travel requirements

Please do not sign up to the tournament unless you are at least 18 years old and absolutely certain you will be able to attend the offline final event!

The PUBG Global Invitational SA Live finals takes place in São Paulo, Brazil from Friday 29th of June to Sunday 1st of July. To attend the main event you **must** be able to travel to and stay in Brazil at least from **June 26th to July 2nd**.

For most players residing outside of the Brazil this will mean having at least an up to date passport with at least 6 months validity from June 27th. If in doubt please check with your local government.

The main PGI event will take place in Berlin, Germany. As such the game is treated as a +18 years title. This means we cannot accept anyone under the age of 18 to participate in the event due to German law. There are no exceptions to this rule.

1. Game Format

1.1. Player Eligibility

All players participating in PlayerUnknown's Battlegrounds (henceforth PUBG) competitions must enter their PUBG game ID. The gameaccount is needed to invite players into a custom match and to check if the correct player is playing. This account is the one visible inside the game when playing. In order to participate in tournaments & ladders, you must meet the following requirements:

- You must register at Challenger Mode website.
- You must be 18 years old or older. Players should be 18 years old by June 25th 2018.
- You must have an active PUBG account in good standing and link it to your profile.
- Nobody is allowed to sign up for more than one of the PUBG PGI qualifiers.
- You must have a valid passport (or equivalent permission) to enter the Brazil for the duration of the PGI SA Qualifier Live Finals

If you do not not meet these requirements, you will be deemed ineligible.

Sign-ups will be closed on May 31st at 1pm BRT (-3h00 UTC). If your team has not signed up before this time you will be unable to participate. Your team will also be required to check-in to the qualifier itself starting one hour before the tournament. The first 320 teams to check-in (ready) to their respective regional qualifier will get to participate.

Any players taking part in the PUBG PGI 2018 qualifiers will be required to show a valid passport for entering Brazil by the end of June, if their country requires such documentation. Any failure to provide entrance documents to Brazil government before that date will cause the team to lose their qualifier position to the next team in line. We can ask you copies of your documents prior to the Live Finals to verify your eligibility.

1.2. Team and Player Names

We reserves the right to edit Nicknames and/or URL aliases. Team or player names that are too similar to that of another team or player are subject to be changed by tournament organizer. For more information on team and player names, please refer to the Global Ruleset section 3.1.2. "Nicknames, Team Names and URL Aliases." If a team name has been wrongly seized, please file a support ticket with proof of ownership of the name.

Only registered team members are allowed to play for a team. Playing in any matches with a ringer is prohibited. Players and teams must compete under their officially registered PUBG team names and Nicknames during all official matches.

1.3. Roster

The team must play with their registered roster of 4 players for the duration of the whole qualifier. All players must be in the lobby. No substitute (reserve) players are allowed. Teams are only allowed to play with players on their roster with a registered gameaccount. All roster changes must be made prior to the start of the qualifier. Playing with different players and/or illegal ringers will result in punishment.

The roster must consist of 2/4 players from Central or South America region.

The tournament organizer can ask for your personal replay of any match up to 24 hours after the match in case of cheating suspect.

Teams cannot change their players at any time, even after the round 4 of the online phase. If qualified, the exact same team should be at Live Finals. If a team changes a player they can be disqualified. No substitutions will be allowed.

Teams that qualify for the LIVE FINALS in São Paulo will receive an email on June 7th and should send their full information.

1.4. Game version

All players must install the newest version of the game in order to participate in the tournament. Updates must be installed before the tournament starts, so delays will be at a minimum.

1.5. Technical Issues

Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played nevertheless. If the warm-up time in the starting area is exceeded the game goes on, even if the issue is not solved yet. In case of massive problems influencing a significant amount of players a replay of the map may be called via the tournament's support channels on Discord. If a team has problems with other team using their slot at the game lobby that has to be inform to tournament admins immediately and has to happen before the match starts. Players should take screenshots if a player is using their slot at the lobby. The team of the player in the wrong lobby slot will be disqualified after tournament admins investigation.

1.6. Participation

The first 320 teams to do their check-ins for each region qualifier get to participate. Slots will be available on a first-come, first-served basis beginning from the check-in process start one hour before the start of the tournament.

Each lobby will consist of 20 teams (or less during first round if sign-up limit is not reached). During the online stage of the qualifier there will be 16 lobbies during the first round, 16 lobbies during the second round, 8 lobbies during the third round and 2 lobbies during the fourth round.

The 9 best teams for each lobby at the last round will receive one of the 18 spots to play at the Live Finals events in Sao Paulo. The tournament organizer will invite two teams directly to Live Finals. One will be the winner of COPA IGN (Webedia) to be decided on June 9th, 2018. The second team invited will be decided based upon last results from international events/qualifiers made in SA region. If the same team wins the COPA IGN and also place within the 18 best teams the 10th from the same lobby will earn the spot.

1.7. Disqualification

To keep tournaments as efficient as possible, the tournament organizer reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block the tournament from starting.

Usage of Reshade, SweetFX, VibranceGUI, and other 3rd party programs that enhance, add, modify, or remove game appearance, color, or files, is strictly prohibited during this event.

Intentionally changing your character's angle to look through a texture or object is prohibited.

You are not allowed to set two actions to the same key in key bindings.

If your match is streamed on an official channel any removal of clothes will be punished. You are required to keep your character clothed in these matches.

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalized. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.

2. PUBG Cup Rules

2.1. PUBG Tournament Format

2.1.1. Common Match Settings

- **Server region:** SA
- **Team:** Squad 4P
- **Player Camera Restriction:** First Person only on for rounds 1, 2 and 3. On round 4 there will be 3 games on TPP and 3 games on FPP.
- **Map Option:** Sunny

2.2. Map Pick

All games are to be played on the Erangel "Sunny" map setting. Teams do not pick or ban maps or weather types.

2.3. Custom Match Settings

2.3.1. Server

- Server Region: SA
- Player Number restriction: 100
- Team: Squad 4P
- Zombie mode: Off
- DBNO Revive: On
- DBNO revive Casting time: 10s
- DBNO HP Decreasing rate: 1x
- Player Camera Restriction: First Person only on for rounds 1, 2 and 3. On round 4 there will be 3 games on TPP and 3 games on FPP
- Map Option: Sunny
- Playzone Progress: 1x
- Centralized circle: 0x

- Red zone: Disabled
- Care Package Frequency: 1x
- Convert dead player to observer: Off
- Public spectating: Off
- Killer spectating: Off
- Display EndCircle Location: Off
- End Circle Location Rate: 0%
- End Circle Location Town: 1x
- End Circle Location Field: 1x
- End Circle Location Mountain: 1x

2.3.2. Vehicles

- Car / Motorbike: 1x
- Boat: 1x

2.3.3. Weapons

- Sniper Rifles: 1,3x
- Assault Rifles: 1,3x
- Hunting Rifles: 1,3x
- LMGs: 1,3x
- SMGs: 1,5x
- Shotguns: 1,3x
- Handguns: 1,5x
- Throwables: 1,3x
- Melee: 1,3x
- Crossbow: 1,3x
- Flaregun: 0x

2.3.4. Attachment

- Scope Attachments: 1,3x
- Magazine Attachments: 1,3x
- Muzzle Attachments: 1,3x
- Stock, Foregrip Attachments: 1,3x

2.3.5. Consumables

- Med kit : 1,3x
- First aid: 1,3x
- Bandage: 1,3x
- Pain killer: 1,3x
- Energy drink: 1,3x
- Jerry can: 1,3x

2.3.6. Equip

- Bag Lv1: 1,3x
- Bag Lv2: 1,3x
- Bag Lv3: 1,3x
- Helmet Lv1: 1,3x
- Helmet Lv2: 1,3x
- Helmet Lv3: 0x
- Armor Lv1: 1,3x
- Armor Lv2: 1,3x
- Armor Lv3: 1,3x

2.3.7. ETC

- Costumes: 1x
- Ammunitions: 1,8x

2.4. Ranking points

Each kill is worth 15 points. Placement points are visible in the table below:

Placement	Points
#1	500
#2	410
#3	345
#4	295
#5	250
#6	210
#7	175
#8	145
#9	120
#10	100
#11	80
#12	65

#13	50
#14	40
#15	30
#16	20
#17	15
#18	10
#19	5
#20	0

2.5. Circle settings

This tournament will use modified circle settings. Please find the details below:

Circle Number	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
1	90	300	300	0,6	0,4	0,5	0
2	0	120	120	0,8	0,55	0,56	0
3	0	90	120	1	0,6	0,56	0
4	0	60	180	3	0,55	0,56	1
5	0	60	120	5	0,7	0,56	0
6	0	60	120	8	0,6	0,56	0
7	0	60	90	10	0,5	0,56	0
8	0	60	60	14	0,5	0,56	1
9	0	60	80	18	0,001	10	0

3. Regions

PGI SA Qualifier will only allow team that has 2 to 4 players from South or Central America country.

Players and teams should have not participated in other PGI Qualifiers such as NA, EU, OCE, etc.

4. Details

4.1. Game preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by Tournament admins. Make sure all players are eligible to play. In team games, all players must be registered for their corresponding team's roster.

4.2. Substitute Players

No substitute players are allowed.

4.3. No show

If a participant cannot play at the scheduled start time, we will remove the team from participating in the tournament.

4.4. Number of players

Matches should be played with 4 players, if a team is missing a player they will be removed before the tournament lobby starts.

4.5. Disconnects

In the case that a player(s) disconnects during a match, the team is allowed to continue to play the match at a disadvantage.

4.6. Forfeit

Participants can choose to forfeit a match if they wish. Forfeiting will result in 0 points from that match and possible penalty points.

4.7. Tiebreaker

In case of a tie in the results the first tiebreaker will be average placement of the teams during the latest round. In case they still tie the second tiebreaker will be amount of kills. If still tied the winner will be chosen randomly.

4.8. Protests

If a match was incorrectly reported into our system, your team has 10 minutes to protest. Match protests must include media evidence clearly showing the results of the match/series. Teams are responsible for providing proof of match results in case of disputes.

4.9. Re-host

A re-host can only be played with admin initiation. Disconnects and lag issues will only qualify for a re-host if the issue occurs within the first 60 seconds of the game and affects a significant amount of players, barring any unforeseen situations.

4.10. Observers

Observers are organized by the tournament organizer admins and people that are given permission by an admin (e.g. shoutcasters).

4.11. Results

All results will be input by TO personnel. If anything is unclear, participants should have screenshots available to verify the result and file a protest.

5. Communication & Support

Please submit a ticket for any assistance during the cup.

5.1. Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

Conversations, either verbal or written, between organizers, admins or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

5.2. Match Media

All match media (screenshots, demos, etc) must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in their work because of bad match media names then it can be punished.

5.3. Casting and Streaming

Casting an PGI SA Qualifier match is only permitted with a tournament organizer agreement.

5.4. Personal Streaming

Personal Streaming is not allowed

6. Personal Streaming

Prizing Payout

PUBG Corp will process payments to the organization of team Captains within 30 business days of the tournament's completion

Team Captains or the org must submit proper payment information upon request. Delays in payment information will result in delays in payment.

7. General rules

The league administration has the right to decide outside or even against the rulebook in special cases to guarantee fairplay.

7.2. Code of Conduct

Every participant has to behave with respect towards the representatives of the tournament organizer, press, viewers, partners and other players. The participants are requested to represent esports, the PUBG Corp, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future events.

7.2.1. Insults and offensive behaviour

All insults that happen during an PGI SA Qualifier match may be punished. This includes ingame chat of the corresponding game, guestbooks, forums, Match- or News-Comments, Gather-Chat, Match-Chat.

Severe incidents including, but not limited to the following points, may be punished in other ways:

- Extremist statements
- Threat of violence
- Sexual harassment
- Stalking
- severe insults
- pornographic linkings

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These incidents can be punished. The decision is with the Admin-Staff.

The right to appeal is only with the injured.

7.2.2. Spamming

Spamming on the website (forums, match comments, player comments, support- and protest pages, etc) will be penalized.

7.3. Game Coverage

The tournament organizers reserves exclusive right to the coverage of matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, HLTV and unauthorized TV Broadcasts.

7.4. Language

The official language of this national section is English, but we will provide support in Portuguese and Spanish.

7.5. Doping

Any kind of doping is forbidden.

7.5.1. Doping Sanctions

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished as followed: Results voided, ban of between 1 and 2 years, forfeiture of prize money (if discovered before the end of a tournament, disqualification).

7.6. Competition manipulation and bribery

Bribing or attempting to bribe a referee or organizer or trying to manipulate the competition.

7.6.1. Competition manipulation and bribery Sanctions

Results voided, ban of between 1 and 2 years, forfeiture of prize money and monetary fine (if discovered before the end of a tournament, disqualification)

7.7. Second and subsequent offences

For second and subsequent offences, participants should expect far harsher sanctions and in all likelihood a lifetime ban from esports.