

2023 ESports Championship East Asia

PUBG Mobile Official Ruleset

Table of Contents

1	Introduction.....	1
2	Terminology	1
3	Prize	1
4	Roster Rules.....	2
5	General Rules.....	2
5.1	Player Eligibility	2
5.2	Head Coach Eligibility	3
6	Player Action Restrictions.....	3
6.1	Toxic Behavior.....	3
6.2	Penalties	4
1.1	List of Penalty	4
1.2	Example of Penalty Criteria	5
7	Competition Method.....	6
7.1	Tournament Outline	6
7.2	Tournament Method.....	7
7.3	Match Rules	7
7.4	Rules for Scoring and Ranking Decisions.....	8
7.5	Competition Server	9
7.6	Team Composition	9
8	Before the Match	9
8.1	Arrival Time.....	9
8.2	Being Late	10
8.3	Health Checkup.....	10
8.4	Obligations for Broadcasting Cooperation.....	10
8.5	Players' Attire	10
8.6	Setting Time Allowance.....	10
8.7	Equipment Software.....	10
8.8	Checking Equipment and Settings	10

9	During Matches.....	11
9.1	Restarting the PC.....	11
9.2	Disconnection in Beginning of the Match.....	11
9.3	Large Scale Disconnection.....	11
9.4	Compensation Points, “CP”	11
9.5	Observer	11
9.6	Bugs.....	12
9.7	Cheats.....	12
9.8	Mobile Phones and Electronic Devices.....	12
9.9	Food and Beverage.....	13
9.10	Smoking	13
9.11	Streaming	13
10	End of Match.....	13
10.1	Match Result	13
10.2	Protest/Adjustments	13
10.3	Break between Matches	14
11	Supplementary Rules.....	14
11.1	Organizer’s Authority	14
11.2	Intellectual Property Rights.....	14
11.3	Promotions	15
11.4	Confidentiality.....	15
11.5	Team Dropout	15
11.5.1	Dropouts	15
11.5.2	Competition Disturbance.....	16
11.6	Broadcasting Channel	16
11.7	Interviews.....	16

1 Introduction

Esports Championships East Asia 2023(aka. ECEA) is hosted by the Local Organizing Committee and the Ministry of Culture, Sports and Tourism. The competition shall be held from Dec 15th to Dec 17th, 2023. The competition is held as 4 titles, including PUBG M. ECEA is hosted offline.

2 Terminology

This document refers to specific responsible parties (Host, Referee Representative/Head Coach and Referees), the responsible parties are defined below.

- Local Organizing Committee – Local Organizing Committee refers to Tournament Officials. That is, the chief manager who has the final authority regarding all matters regarding ECEA.
- Referee – Referee refers to people who respond to the participants regarding competition preparation, rehearsal and explanation in problems risen during match and regulations. The referee’s decision during the match is the final decision. After the match, the corresponding team may request the LOC or the Chief Referee for additional explanation.
- Chief Referee – Chief Referee refers to the person who supervises all referees. If a problem cannot be solely solved by the referee, the referee may request the chief referee for adjustments. The player may requests explanation for referee’s decision to the chief referee before, during, or after the match. The chief referee may request adjustments or explanation to the LOC if necessary.

3 Prize

The Prize Money for PUBG in ECEA is as below.

1 st	5,000,000 KRW
2 nd	3,000,000 KRW
3 rd	1,000,000 KRW
MVP	1,000,000 KRW

4 Roster Rules

① Roster Submission

Each country can organize their team roster as 9-10 members, including 8 players, 1 reserve player (Optional) and 1 Head Coach. Each country must provide information requested by the LOC.

② Roster Alteration

A. Team Roster must be submitted 48 hours in prior of competition date, after submission it is not allowed to change the roster. Each team must select 8 players that can participate in each match day.

B. Match Day Roster Day must be submitted 1 day in prior of match day (23:59:59(KST)), Match Day Roster may be modified in each Day, however only the players in the team roster can be included in Match Day Roster.

C. Match Day Roster cannot be modified after submitting.

However, in case of serious disease which led to not being able to participate the match, in emergency situations such as blackout, natural disaster etc., the referee may allow roster alteration in one's discretion. The replaced player must be included in the team roster. Participation or replacements of players that are not approved for ECEA are strictly prohibited. In such cases, the team must submit reasonable evidence to the referee (written diagnosis, videotapes etc.)

D. Match Day Roster for Preliminary Round will be opened 1 hour 30 minutes before the start of the match.

E. Match Day Roster for Final Round will be opened 1 hour 30 minutes before the start of the match.

5 General Rules

5.1 Player Eligibility

For players who plan to participate ECEA, the players must follow the qualification guidelines written below.

- Only players who are over 16 are eligible to participate in the competition. No player shall be considered eligible to in any ECEA-affiliated match before his or her 16th birthday, defined as having lived 16 full years.

Esports Championships East Asia 2023 PUBG Mobile Official Ruleset

- A player's gamer tag or in-game nickname ("Gamer Tag") must consist of the player's Team name (or acronym or other word representative of the Team name) and player name in the format of "TEAMNAMEPLAYERNAME". For example, a player named "Lucky" on team "All Stars" might have the Gamer Tag "ASLucky". Gamer Tags will be selected at the time of registration and may not be changed at any time during a Season without the prior written approval of the Tournament Officials. A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful.
- A Gamer Tag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Proxima, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Gamer Tag shall be with the player. Tournament Officials reserve the right to reject any Gamer Tag selected by a player for any reason and to require the player to select an alternate Gamer Tag that complies with these General Rules.
- For id verification and cheating prevention, all players must have a valid form of identification which has no problem in providing proof in one's identity

5.2 Head Coach Eligibility

For Head Coach who plans to participate ECEA, the Head Coach must follow the qualification guidelines written below.

- Only Head Coach who is over 16 is eligible to participate in the competition. No Head Coach shall be considered eligible to in any ECEA-affiliated match before his or her 16th birthday, defined as having lived 16 full years.
- Head Coach has authority and duty in roster and entry submission, and player replacement.
- Head Coach must attend every game in which the team plays.
- In case of not being able to attend the game, the Head Coach must get LOC's approval.
- For id verification and cheating prevention, Head Coach must have a valid form of identification which has no problem in providing proof in one's identity

6 Player Action Restrictions

6.1 Toxic Behavior

The referee does not allow any player's toxic behavior before, during or after the match. The list of toxic behavior includes, but not limited to all the list of toxic behavior written below.

- Abusive and Hateful Remarks – Participants must not use abusive language including obscene, vulgar, insulting, threatening, abusive, defamatory, and slanderous language. Also, participants must not incite hatred or discriminatory acts.
- Destructive and violent behavior – Participants must not make any actions or gestures that are insulting, derisive, destructive, or hostile. Participants are responsible for recognizing the sensitivity of the team and other participants' culture to prevent any comments, actions, or activities that may reasonably be constructed as insulting, ridiculing, destructive or hostile.
- Bullying and Sexual Harassment – Participants must not participate in bullying act. Bullying is defined as systematic, hostile, and repetitive action that isolates, ostracizes or affects one's dignity. Unwelcome sexual access is strictly restricted in any method.
- Discrimination or Disparagement – Participants must not infringe the dignity or integrity of a country, an individual or group through derogatory or discriminatory words or actions regarding races, nationality, social origins, gender, language, religion, political opinions, financial status, birth status, sexual orientation etc.

All decisions regarding non-sportsmanlike words or actions shall be at the sole discretion of the referee and/or its representatives, substitute or ECEA official

6.2 Penalties

Participants who failed to comply with the official rules or codes of conduct may be subjected to penalties, fines, suspension in ECEA if deemed as necessary and appropriate by the referee.

Referee has rights to investigate cases that have possibility in violation of rules. Participants must not hide their information from the referee during investigation. During investigation, participants shall provide complete and accurate information in accordance with the referee's instruction. It is strictly prohibited to bother the investigation.

Esports Championships East Asia 2023 PUBG Mobile Official Ruleset

When the referee finds a violation in Code of Conduct or Regulations, based on the seriousness of the violation, the referee has right to impose a penalty at one's sole discretion. Repeated violation shall lead to serious consequences. The list of penalty includes but is not limited to all the list of penalties written below. In addition, on matters not specified in the regulation, a penalty may be given at the judgement of the referee.

6.1 List of Penalty

6.1.1 Verbal Caution / Caution

Two Cautions lead to one 'Warning' penalty

When a 'Warning' penalty is given, the Caution penalty is vanished

6.1.2 Warning

In accordance to example written in 1.2 and through discretion of the referee, forfeiture in one Match, all Matches in the concurring Match Day, or all matches in ECEA may be given.

6.1.3 Forfeit

The referee may announce forfeit in one match, all matches in a day, or all matches in ECEA at the discretion of the referee.

6.1.3.1 Match Forfeit

6.1.3.2 Day Forfeit

6.1.3.3 Competition Forfeit

6.1.4 Suspension of Participation in Competition

6.1.4.1 In accordance to example written in 6.2 and through discretion of the referee, each country may be may be suspended from participating ECEA

6.1.5 Disqualification

6.1.5.1 In accordance to example written in 6.2 and through discretion of the referee, each player or country may be suspended from participating ECEA

6.2 Example of Penalty Criteria

Division	Explanation	Penalty Level
Rule Violation	In case of not following the rules for ECEA	Referee's Discretion
Being Late	In case the player not being present at the match room or not entering the lobby at the time designated by the referee	Caution
Game Turn-offs	In case of intentional game turn-offs	Caution
Obstruction in	In case of intentionally obstructing the competition process or failing to reasonably cooperate with participation in ECEA	Referee's Discretion

Esports Championships East Asia 2023 PUBG Mobile Official Ruleset

Progress	In case of showing non-sportsmanlike behavior in official match, rehearsals etc. (In-game suicide, Team Kill, intentional match denial)	Referee's Discretion
Bringing in Electronic Devices	In case of bringing unauthorized electronic devices in match room during matches or using such devices	Caution – Warning
Violence and Crime	Act that may offend others such as violent or sexual behavior, harassment etc.	Up to Unlimited Suspension
Proxy Game	Act of proxy game entrusting one's own account and letting another participate in the competition regardless of financial consideration.	Up to Unlimited Suspension
Cheating	Act of increasing one's performance through activities not related to one's ability	Up to Unlimited Suspension
Unhealthy Words and Actions	Act of speaking threatening, slanderous, insulting, or offensive words	Referee's Discretion
Discriminative Act	Words or actions that defame dignity of individual or group such as race, nationality, society, gender, etc. or words or actions that have political or religious disparaging messages.	Up to Permanent Suspension
Usage of Illegal Unauthorized Programs	Production / Distribution of illegal unauthorized programs such as Hack	Up to Permanent Suspension
	Intentional usage of illegal unauthorized programs or known bugs	Up to Permanent Suspension
Match Fixing	Act of intentionally fixing the match result regardless of financial consideration	Up to Permanent Suspension
	Act of conspiring or sitting on the sidelines of manipulations	Up to Permanent Suspension
Collusion	Act of two or more persons, including player, Staff, LOC and other third parties, collude to hinder legitimate competition or exchanging monetary value	Up to Permanent Suspension

The referee has authority to post information on violation on Codes of Conduct of official rules for ECEA. Teams and participants participating in ECEA waive their rights to take legal action against Krafton, the Ministry of Culture, Sports and Tourism, the Korea eSports Association, or other teams and participants in relation to the imposition and posting of penalties.

7 Competition Method

7.1 Tournament Outline

ECEA shall be held as Platoon Battle between 8 vs 8. Each country shall compose two teams. In each team, 4 platoon members shall be set. (Usage of voice communication between same country will be allowed, team kill between different team will be allowed)

7.2 Tournament Method

< Preliminary Round : Single Round Robin >

Each country shall play 2 matches in total, from Match 1 to Match 2 as 8 vs 8 Platoon Battle. All Map for the Matches will be determined by winner of coin flip (Erangel/Sanhok)

Team A vs Team B

Team A vs Team C

Team C vs Team B

<Final Round>

The countries that took second/third place on the preliminary Round will play single round match; the winner shall move on to the final Round. The country that took first place on the preliminary round will be advanced to Finals shall play B03 Match as 8 vs 8 Platoon Battle. The match shall be held as B03, for the country that won first two games shall be the final winner. If the final winner is chosen before end of all matches, the rest of the matches shall not be preceded.

The Map for the Match between 2nd, 3rd place will be chosen by the team who took 2nd place in the Preliminary Round

The map used for the Final match is written below.

Match 1, Match 3 : Erangel

Match 2 : Sanhok

7.3 Match Rules

Blue Zone setting shall be followed as written below.

Blue Zone Settings (TBD)		
Playzone Shrink Speed (0.9x – 1.2x)	Safe Zone 1 display time (0 – 120s)	Safe zone 1 start Time (0- 420s)
x1.2	0s	0s

7.4 Rules for Ranking Decisions

<Qualifier Round Tiebreaker>

Ties between two Teams during Official Competitions will be determined in the order of

- (a) The teams with fewer deaths in across all Tournament Games in the applicable product;
- (b) total times of winning the first placement across all Tournament Games in the applicable product;

7.5 Competition Server

The server used for ECEA is written below.

Server: The latest eSports server updated on the competition date

7.6 Team Composition

Each country's platoon shall be divided into two teams, 4 players in one team. The divided two teams are considered as same platoon; however, voice communication is possible within same team.

Head Coach must submit Team Roster for two teams at the time designated by the LOC before Preliminary Round, Final Round.

8 Before the Match

8.1 Arrival Time

Except as otherwise notified by the LOC, all participants must arrive 120 minutes before the start of broadcasting. Upon arrival, he/she shall obtain confirmation from the referee or the chief referee. When violated, one Caution shall be given. An additional Caution shall be given if the participant does not arrive after additional 30 minutes. Referees have authority to identify players, if necessary.

8.2 Being Late

If he/she is late due to natural disaster or accidents, he/she shall be exempted. However if such situation occurs, it shall be informed to the LOC as soon as possible, and evidence which can approve such situation shall be submitted to the chief referee. In addition, an official document shall be issued by the relevant agency and submitted to LOC for approval.

8.3 Obligations for Broadcasting Cooperation

Players and Head Coach have duty to sit at the time designated by the referee in verbal or upon referee's order. In case of defiance, the referee may impose him/her a penalty.

8.4 Players' Attire

All players must wear national team uniforms during ECEA.

8.5 Setting Time Allowance

In principle, setting time for personal device shall be separately noticed by the referee. If one's setting time is exceeded, the referee shall restrain him/her, and in case of defiance, one Caution will be given.

8.6 Equipment Software

Players may participate in Events only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without approval of Tournament Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not use an emulator to play on a PC or other device that is not a handheld device

8.7 Checking Equipment and Settings

Abnormality in player's personal equipment(keyboard, mouse, mousepad etc.) and setting(game setting, voice program etc.) shall be checked by the player on site. If it is not attributable to the LOC, it is player's duty to take care of abnormality in equipment or setting during matches. In case a problem occurs, the participating player may request for equipment to the LOC, however all responsibilities arising from the equipment lies with the player.

9 During Matches

9.1 Restarting the device

Players cannot turn off their device or restart the game client without explicit permission from the referee.

9.2 Disconnection in Beginning of the Match

When all 16 players enter the lobby, the plane will take off and after the players finish their landing normally, the match shall officially proceed. If the game is disconnected after such situation, the player may attempt to reconnect after disconnection.

After the start of the match, the list of which re-match is allowed is written below.

-
- When all players are checked as "#unknown"

Esports Championships East Asia 2023 PUBG Mobile Official Ruleset

- When the Lobby Host failed to participate the match.
- When a player fails to participate the match(failing in departure)
 - In case a player who was disconnected fails to join the restarted game again, the match shall be continued without the player.
- Other cases that are deemed to be a re-match due to reasonable judgement of the referee.

9.3 Large Scale Disconnection

In case of disconnection in all surviving teams, all teams except one surviving team, or disconnection in more than 4 players, the match shall be terminated immediately. A rematch shall be held as only players who were alive in the moment of the disconnection.

However, if a player has responsibility for causing the disconnection, the player must be excluded from the rematch. The result of the rematch will be added from the moment of the disconnection occurred to determine the result of the match.

9.4 Compensation Points, “CP”

In whatever situation, CP(“Compensation point”) is not provided for all matches in ECEA

9.5 Observer

Only observer with referee’s explicit permission can connect to the game server.

9.6 Bugs

Even in case a bug occurs and negatively affects the player, rematch or solving the bug is not provided.

If a player finds a bug directly or indirectly, the player must inform the referee immediately. If the player intentionally not informs the referee, a penalty is given.

Also, in case a player makes profit through deliberate bug usage, a penalty will be given to the player. The penalty level shall be determined based on the cheating level.

9.7 Cheats

During ECEA, Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, and hand signals, etc., shall be deemed cheating. Downloading any cheat program to the device used for Official Competition match is strictly prohibited and may result in a game ban and other disciplinary actions and sanctions. Intentionally playing with another player on public match for two or more matches within 72 hours while having knowledge of the other player is using a cheating device or cheat

program, or any similar cheating method is prohibited as well.

9.8 Electronic Devices

Electronic devices without approval are prohibited from entering the venue. Before entering the venue, all participants must keep their electronic devices at the designated place. In case when it is necessary to bring electronic devices into the venue due to health issues, it is allowed only if prior approval is obtained from the referee.

9.9 Food and Beverage

From the beginning of official match to the end of the broadcasting, only drinks (including water) are allowed. For drinking other products than the Official Sponsored Brand, the label must be detached. Other foods are prohibited. However, during break time, players can eat outside of the match room with cameras.

9.10 Smoking

Regardless of during match preparation, and during match, smoking at the venue is strictly prohibited. Smoking includes all kinds of cigarettes tobacco, cigarettes, electronic cigarettes etc. A 'Warning' penalty will be given if smoking is detected at the venue.

9.11 Streaming

Including the Competition, player's personal screen and voice may be transmitted through public TV and online platform in real-time or irregularly (ex reruns, VOD), and may be secondarily processed and used. The transmitted platform is at the discretion of the organizers.

The transmission of ECEA is not restricted from or restricted due to player or team's streaming contract or management contract. For all the problems occurred due to team's or player's contract, the team and player must take full responsibility.

In addition, transmission of player's individual streaming is prohibited.

10 End of Match

10.1 Match Result

Countries with questions or problems with the match result, the country may raise question to the referee and may request for follow-up measures.

Other complaints shall be filed in accordance with "Protest/Adjustments" written in Article 10.2

10.2 Protest/Adjustments

Participant (“the party in dispute”) who wants to protest to the organizer’s decision, or thinks rule violation occurred, or thinks the integrity of the tournament has been infringed in any way, may request a dispute.

If, at the sole discretion of the referee, the dispute is deemed unlikely to affect the qualification or withdrawal of the next match, the next match must not be delayed.

Below is the list of procedures for raising and resolving disputes

- ① A written statement shall be submitted to the representative of the organizer or to the referee within 1 hour after the end of match day related to the dispute. The written statement must at least explain the basics of contents and circumstances of the dispute from the party in dispute.
- ② The referee shall determine whether the dispute is resolvable according to circumstances based on regulations. If so, the dispute shall be settled appropriately. Otherwise, the referee must take necessary measures to make fair and prudent judgement.
- ③ The decision of the dispute shall be made at the faster time before the next match day or before the final ranking at the current level.
- ④ At this point, the ruling shall be final.

10.3 Break between Matches

After end of each match, the referee must inform each country how long the break time shall be provided. Players must enter the venue until the time designated by the referee. In case a player does not enter the venue at the designated time, a penalty will be given.

11 Supplementary Rules

11.1 Organizer’s Authority

Krafton has rights to collect, process and use all results, records and data related to ECEA.

11.2 Intellectual Property Rights

Without prior confirmation of the LOC, teams and players must not re-process ECEA related works (regardless of the authoring entity) or disclose such work to public on media such as internet. If such obligation is violated, the organizer may take all legal action to the team and the player.

Team agrees that ECEA related team, players’ portrait rights and rights to use IP (Intellectual

Esports Championships East Asia 2023 PUBG Mobile Official Ruleset

Property) are attributed to the organizer. The list is written below.

- ① Name of the competition, logo, symbol, image, video, voice etc.
- ② All records including competition result, statistics, data etc.
- ③ Team name, logo, image for participating the competition
- ④ Player's name, birth date, nickname in-game name, image, video, voice etc.
- ⑤ All secondary works using other competitions

For the development of ECEA, or for the promotion for participating team and players, team agrees that the LOC may freely use team and players' portrait rights. In addition, such usage rights are not limited by platform, media, or duration.

The use of portrait rights and license rights are not limited to online, offline, platform, media and duration.

11.3 Promotions

LOC may request promotional activities such as competition related events, marketing, and advertisements to ECEA participating teams. All teams and players have duty to cooperate with such request unless there is an unavoidable reason. If the team or the players do not cooperate with the promotional activities without unavoidable reasons, a penalty may be given by the discretion of the organizer.

Below is the list of Promotional Activities

- ① Interview
- ② Taking Promotional Videos
- ③ Taking Player Profiles
- ④ OT, Player Education
- ⑤ Sub-programs related to ECEA

11.4 Confidentiality

Team officials(manager, coaching staff, player etc.) may not disclose confidential information obtained by themselves through participation in ECEA and confidential information obtained by LOC. The effectiveness of this provision will be continued after the end of the competition.

11.5 Team Dropout

11.5.1 Dropouts

Esports Championships East Asia 2023 PUBG Mobile Official Ruleset

Except for unavoidable reasons which lead to not being able to participate in ECEA, teams cannot ask for dropout from ECEA before the end of official schedule in ECEA. In case of team or player is not able to participate in ECEA due to natural disaster, health reasons, such player or team have obligation to gain prior approval from the referee and submit written data to prove the reason.

11.5.2 Competition Disturbance

All teams have obligation to faithfully participate in the entire competition, including the official schedule. If a single or multiple teams refuses to participate ECEA without justifiable reason, a penalty will be given to refusing teams.

11.6 Broadcasting Channel

The Broadcasting channel for ECEA is (TBD)

11.7 Interviews

Players and head coach must cooperate with the interviews to be held before, during, and after the competition. Failure to conduct an interview may result to penalty to the relevant team and player. During interviews, negative comments or expression regarding the judgement or the referee are prohibited. If such rule is violated, a penalty may be given.