

TERMS AND CONDITIONS ("PUBG MOBILE RULEBOOK")

Vodafone 5G ESL Mobile Open (the "Competition")

The Promoter of this tournament is Turtle Entertainment GmbH, of Schanzenstrasse 23,51063 Cologne Germany (the "Promoter" or "ESL").

By participating in this tournament, you acknowledge that you understand Vodafone is a tournament sponsor only and Vodafone is not involved in or responsible for the operation of the tournament.

1. General understanding of the Rulebook

The following rulebook is a guidance document which is valid for all stages of the tournament. ESL reserves the right to make amendments to the rulebook with or without prior notice to the players. ESL is the decision maker for all cases and disputes which may occur and are not written in this rulebook.

By participating in the tournament, each player acknowledges that he/she has read these official rules and agrees to be bound by them and by the decisions of ESL, which are final and binding on all matters pertaining to the tournament. The tournament is subject to these official rules and all applicable laws and regulations including without limitation compliance with all laws, regulations, and rules in connection with esports, payment of the prizes as specified above, childhood protection, taxation, and insurance.

2. Privacy

Player personal data will be collected, processed and stored for the online match participation, organization and prize delivery. The player personal information will be stored until 31.12.2019 according to internal policies or procedures to answer to legal requirements. All players are informed that Tencent and ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact:
ESL at <https://account.eslgaming.com/privacy-policy>

Personal data may be shared with third parties including companies within the Vodafone Group if you consent to do so. Any personal data shared with third parties will be processed in line with their privacy policies.

3. Registration & Eligibility

- For the Region A tournaments, the majority of players of each team must be residents of one of the following countries: Albania, Czech Republic, Egypt, Germany, Greece, Hungary, Ireland, Italy, Malta, Netherlands, Portugal, Romania, Spain, Turkey, UK.
- For the Region B tournaments, the majority of players of each team must be residents of India.
- All Portuguese players must be 18 years of age or older. All players from other countries must be 16 years of age or older.
- If a player is below the age of majority in their country but above 16 years of age (and not from Portugal), they will need a legal guardian to consent to their attendance at the finals.
- All players must hold valid travel documents for travel to Milan Games Week, Milan, Italy for the world finals.
- Players must play using a phone or tablets. Emulators are not permitted.
- Players must not be an employee or under the employ of ESL, Tencent or other associated parties.
- Players must not have been an employee or under the employ of ESL, Tencent or other associated parties in the last 6 months.

4. Teams

- Teams must play with the roster they are registered to for the duration of each qualifier. Rosters cannot be changed during a cup, so please be sure to check account information carefully. Incorrect information will result in the score not being calculated and zero points will be awarded to the team for that match.
- After a team qualifies to a Monthly Final, their team will be locked and can only do one roster change by opening a support ticket.
- After a team qualifies to the Grand Finals, their team will be locked and can only do one roster change by opening a support ticket.

5. Communication & Support

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.

6. Player Conduct

Players are expected to conduct themselves professionally throughout the entirety of the tournament, including, but not limited to, inside and outside of the tournament, qualifiers, interviews, and the Finals. Warnings or penalties may be issued for any of the following:

- **Language:** In all languages, Players may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and Discord channels.
- **Behavior:** Persons are required to behave in a sportsmanlike manner towards other competitors, members of the League Administration team, media, and fans.
- **In-Game Presence:** Players involved in the tournament are required to follow all in game rules that are part of PUBG Content Creation – Teams are responsible for the assurance of the appropriateness of the content that they produce including, but not limited to: Social Media Presence, Videos, Streams, and Interviews. Disputes and Redress – Any general disputes a person may have with the current operation of the League should first be addressed by messaging a League Operator via Discord. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.
- **Illegal substances and PED-s:** Team members may not be under the influence or in possession of illegal substances or performance enhancing drugs (PED). In addition to the standard Code of Conduct penalties, any offending Players may be handed over to the authorities in accordance to the local laws and/or disqualified from participation. Alcohol – Team members that are intoxicated during any event may be disqualified at the discretion of the Tournament Organizer.
- **Cheating:** Any form of cheating will not be tolerated. If the Organizer determines that a Player is cheating, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events.
- **Software Exploitation:** Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of Tencent and/or the Tournament Organizer.
- **Collusion and Match Fixing:** Players are not allowed to intentionally alter the results of any Match. If the organizer determines that a Player or team is colluding or Match fixing, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events. Players must compete to the best of their ability at all times.
- **Gambling:** Anyone associated with Vodafone, Tencent or ESL is forbidden from placing wagers on any Matches or actions in, or around PlayerUnkown's Battlegrounds.

Unless expressly stated otherwise, offenses and infringements of these Player Conduct rules are punishable, whether or not they were committed intentionally. Attempting to commit any offenses or infringements is also punishable.

7. Disqualification

ESL reserves the right to disqualify teams and players. Any team found to be using a 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.

8. Game Rules

- A match can only be restarted with prior admin approval.
- Any use of third party software is prohibited during the qualifiers and tournament play. If players violate this rule it will be treated as hacking with the intent to cheat. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.
- Any use of items not obtained through PUBG approved in-game methods (excluding official rewards) or unannounced items is prohibited. If players violate this rule, it will be treated as hacking. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

9. Technical Issues

Teams are responsible for their own technical issues, including hardware, software and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

10. Tiebreakers

In the event of a tie, ranking will be decided in the order of wins, total kills, followed by kills in the final match.

11. Schedule, Phases

Phase 1: Weekly Qualifiers

- 26 Weekly Qualifiers (one for each region per week) will be held between June and August 2019 on Saturdays, where teams earn points

- Scoring is as follows:

Placement	Points
1	150
2	110
3	95
4	85
5	75
6	65
7	60
8	55
9	50
10-12	40
13-15	35
16	30
17-18	20
19-20	10
Kills are worth 5 points each	

- Dates:
 - June Qualifiers: June 01, June 08, June 15, June 22, June 29
 - July Qualifiers: July 06, July 13, July 20, July 27
 - August Qualifiers: August 03, August 10, August 17, August 24

Phase 2: Monthly Finals

- 6 Monthly Finals (one per region per month), where the top 16 point holder teams compete in both regions for Grand Finals slots
- In June, the top three teams from Region A, and the top team from Region B's Monthly Finals will advance to the Grand Finals
- In July and August, the top two teams from Region A, and the top team from Region B's Monthly Finals will advance to the Grand Finals
- Dates:
 - June Final: July 03
 - July Final: July 31
 - August Final: August 28

Phase 3: Grand Finals

- Grand Finals will happen at Milan Games Week
- Participants of the Grand Finals will be presented a dedicated rulebook stating further details for the Grand Final

12. Match Settings

- Map: Erangel
- Standard map settings will be used
- Game mode: First Person Shooter
- Each team will participate in up to several matches.

13. Prize Money

After the competition ends, team captains will be reached out to by emails, and they will need to provide their bank data or Paypal information to ESL. All prize money will be paid out by ESL, at latest 90 days after the tournament final has been completed. The prize money is as stated, there are no alternative prizes; it is non-transferable, non-negotiable, and the winners are responsible for all applicable taxes and expenses. If a Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

Prize Money Breakdown

Place	Prize
1.	€40.000
2.	€20.000

3.	€11.000
4.	€10.000
5.	€9.000
6.	€8.000
7.	€7.000
8.	€6.000
9.	€5.000
10.	€4.000

14. How to participate

1. [Register on ESL Play](#)
2. Create or join a team
3. Sign up to a qualifier with your team
4. Check in to the qualifier 1-30 minutes before it starts
5. Join Discord, follow the announcements, and ask for any help if needed
6. Join the lobby of the match with the information that the admins announce
7. Play the match
8. Check Discord for new match announcements

15. Penalty Point Catalogue

In general, a player and the team can receive up to 6 penalty points per match, unless a single violation has a higher punishment. A team is only punished once per violation, regardless of how many players. Where a player or team receives penalty points for multiple violations, the penalty points are added together.

Rule violation	Number of penalty points
General	
No show	Team: 3; Player: 2
Reject compulsory challenge	Normal: 1; Intense (top 10): 2
Abort match	Player / Team: 2

Use of ineligible player	
Inactive barrage	Player / Team: 3
Barraged	Player / Team: 6
Unregistered player	Player / Team: 3
Missing Premium (where required)	Player / Team: 3
Missing Trusted (where required)	Player / Team: 3
Ringer/Faker	Player / Team: 6
Playing with wrong gameaccount	Player / Team: 3
Playing without a registered gameaccount	Player / Team: 3
Unsportsmanlike behavior	
Multiple/Fake accounts	Warning / 1-3 penalty points
Deception	Player / Team: 1 - 4
Fake result	Player / Team: 4
Fake match media	Player / Team: 6
Fake match	Player / Team: 6
Cheating	Player: 12 / Team: 6

Matches get only deleted if the team/player violating the rules won the match. In cup and league matches default wins are given instead of a match deletion and penalty points.