



**PUBG: BATTLEGROUNDS
at 2026 Esports World Cup**

Tournament Rulebook

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1. General

This Rulebook establishes the official governing regulations for participation in PUBG: BATTLEGROUNDS at the 2026 Esports World Cup (or "PUBG: BATTLEGROUNDS at EWC 26"). Strict compliance with these provisions is mandatory at all times. Any failure to adhere to these rules will result in disciplinary action and sanctions as outlined herein.

The [PUBG Global Rules - SUPER](#) is hereby incorporated by reference as a foundational governing document applicable across all stages of the tournament.

The Tournament Administration reserves sole and absolute discretion to adjudicate all cases and disputes. In the event of a dispute or a scenario not explicitly addressed within this Rulebook, the Administration maintains the right to make a final, binding ruling. All decisions rendered by the Administration are final and not subject to appeal.

It should be remembered that it is always the Tournament Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

1.1 Rule changes

EWC reserves the right to amend, remove, or otherwise change the rules, without prior notice. EWC also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

1.2 EWC Global Rulebook

PUBG: BATTLEGROUNDS at 2026 Esports World Cup is under jurisdiction of the [EWC Global rulebook](#).

1.3 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any another provision of this rulebook.

1.4 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

1.5 Communication

The main communication method for the Esports World Cup event is email. When contacting participants of Esports World Cup events, the tournament administration will use contact email

addresses that have been supplied to them. Alternatively, where a contact email address is not known or not working, the tournament administration may use the email addresses registered to participants on tournament platforms, including but not limited to their FACEIT profiles.

Further communication channels such as Discord will be used throughout the tournament.

2. Participants

2.1 Age Restriction

All participants of the PUBG: BATTLEGROUNDS at 2026 Esports World Cup have to be at least 18 years of age at the time of their first match of the competition.

2.2 Roster

- Team rosters must remain strictly identical to the roster that participated in the PUBG: BATTLEGROUNDS EWC 26 qualifying event. Any roster changes—with the sole exception of team managers—are prohibited.
- Teams may register a maximum of 6 members on their active roster. This composition must include 4 to 5 Players, 1 to 2 managers, and up to 1 coach. Teams may adjust their specific lineup within these limits, provided the total headcount does not exceed 6. If a team chooses to register two managers, they cannot register a coach as managers are never permitted to act as substitute players, a two-manager roster actively forfeits the option of using a coach as a substitute.

2.2.1 Starting Lineup

Teams must submit the starter lineup of the day at least 2 hours before the tournament match starts.

2.2.2 Substitute Rules

A team may choose to sub in their coach prior to their opening Match of the day (in accordance to Section 2.3.1 Starting Lineup). However, after that first Match starts, the lineup cannot be altered for the rest of the day without authorization from Tournament Administration.

2.2.3 Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 6 team members per team, distributed as below:

Obligatory 4 position covered

- 4 Main Players

Optional 2 positions covered

- 0-1 Additional player
- 0-1 Coach (which can act as a substitute)
- 0-2 Managers (two-manager roster actively forfeits the option of using a coach as a substitute as mentioned in Section 2.2 Roster)

2.3 Roster submissions

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details
- Starting lineup
- Substitute players, if applicable

2.4 Country Restrictions

All Participants are strictly bound by the regional and residency restrictions governing the qualifying tournaments from which they earned entry. Failure to comply with these specific regional criteria will result in immediate disqualification.

2.5 Multiple teams

It is not allowed for a team to participate in an PUBG: BATTLEGROUNDS at 2026 Esports World Cup tournament if:

- Another team of the same organisation has been invited or qualified to the main event.

It is also not allowed for a team to participate in an PUBG: BATTLEGROUNDS at 2026 Esports World Cup tournament's qualifier if:

- Another team of the same organisation has been invited or qualified to the closed qualifier.
- Another team of the same organization is participating in the open qualifiers.

2.6 Replacements

If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.

Usually competition groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the tournament administration can still change or even re-draw the competition.

2.6.1 Double Qualification

A "Double Qualification" occurs when a team successfully secures an advancement slot through two distinct pathways (e.g., placing in the top 9 for PGS Total Ranking Points while also finishing in the top 2 of their Regional Rankings). In this scenario, the overlapping regional slot will be vacated and awarded to the next highest-ranking eligible team in those respective Regional Rankings.

If the official Title Defender finishes in the Top 9 of the PGS Total Ranking Points or the Top 2 of their Regional Rankings, this will also constitute a Double Qualification. In this scenario, the overlapping slot will be vacated and awarded to the next highest-ranking eligible team within that respective qualification route.

2.6.2 Replacement Tiebreakers

If participants have an identical score/position on/in the relevant invite list or qualifier, the one with the smallest change in lineup since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other criteria, including potential played tiebreakers.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

2.6.3 Replacement Deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the competition drawing is usually the replacement deadline.

2.6.4 Event Specific Replacement Rules

2.6.4.1 Before the replacement deadline

In the event a team forfeits their qualification slot for PUBG: BATTLEGROUNDS at EWC 26 for any reason, their advancement spot will be immediately rescinded. The vacated slot will then be awarded to the next highest-ranking eligible team from either the forfeiting team's original regional qualifying tournament or the PGS Total Ranking Points leaderboard, depending strictly on the qualification route of the forfeited slot.

2.6.4.2 After the replacement deadline

The tournament administration will try to find any replacement by all available means.

3. Tournament Information

Event Name	PUBG: BATTLEGROUNDS at 2026 Esports World Cup or PUBG: BATTLEGROUNDS at EWC 26
Competition Dates	Group Stage: 21 - 23 July 2026 Finals: 24 - 26 July 2026
Competition Location	Paris, France
Participating Teams	24 teams
Prize Pool	\$2,000,000
Game Patch	v2606 (#42.1)

3.1 Participants and Group Split

Twenty-four (24) teams will participate in the Competition. Groups will be drawn on 7th July 2026.

Group A	Group B	Group C

3.2 Group Stage Format

The twenty-four (24) teams are divided into three (3) groups of eight (8) each. Group Stage is conducted for a total of three (3) days. Each team will participate in two (2) match days. Group stage ranking is determined by the total points earned from twelve (12) matches within these match days. The top sixteen (16) teams advance to the Final Stage.

- 24 teams
- 3 groups of 8
- 3 days of matches
- 6 matches each day

- Each day, only 2 groups play

3.2.1 Group Stage Seeding

The teams will be sorted into different drawing pools separated by regions and qualification route as listed below:

- Top 3 in PGS Total Rankings Points
- Rest of PGS Total Rankings Points + Title Defender
- Korea PGC Points Ranking
- China PGC Points Ranking
- EMEA PGC Points Ranking
- Americas PGC Points Ranking
- Vietnam PGC Points Ranking
- Thailand PGC Points Ranking
- Rest of APAC PGC Points Ranking

3.2.1.1 Overview

- A total of 24 teams will be drawn into 3 groups (Group A, B, C).
- Each group will contain 8 teams.
- Teams will be allocated into regional pools and, if applicable, based on their PGS Total Rankings Points determined after all participants are finalized.

3.2.1.2 Pool Formation

- **Top 3 PGS Total Ranking Points:** The top 3 teams based on PGS Total Ranking Points will be allocated into a dedicated pool.
- **Remaining PGS & Title Defender:** The remaining teams qualified via PGS Total Ranking Points, alongside the Title Defender, will be allocated into a dedicated pool.
- **Regional Series Rankings:** All remaining participating teams will be grouped into designated regional pools.
- **Unrepresented Regions:** If a PGS-qualified team originates from a region without a dedicated pool, the Tournament Administration will assign them to the closest and most appropriate regional category.

3.2.1.3 General Principles

- The draw will ensure:
 - Balanced group sizes throughout the process
 - Fair regional distribution, where possible
- Each team will be drawn randomly, subject to the constraints below.
- Once assigned, a team cannot be moved unless required to resolve constraint conflicts.

3.2.1.4 Regional Distribution Rules

- Teams from the same region should, where possible, be spread across different groups.

- No strict hard cap is enforced; however:
 - Draw logic must avoid overloading a single group with a single region when alternative placements exist.
- If a conflict occurs:
 - The team will be assigned to the next valid group.

3.2.1.5 Draw Procedure

- Pool Order
 - The order in which pools are drawn will be:
 - 1st: Top 3 PGS Total Ranking Points
 - 2nd: Remaining PGS & Title Defender
 - 3rd: All regional pools either predefined or randomized prior to the draw
- Team Assignment Process

For each pool:

1. A team is randomly drawn from the pool.
2. A list of valid groups is determined based on:
 - a. Current number of teams in each group
 - b. Regional distribution constraints
3. The team is assigned using the following priority:
 - a. Primary priority: Groups that best maintain regional balance
 - b. Secondary priority: Groups with the lowest number of teams
 - c. If multiple groups satisfy both conditions:
 - i. One group is selected randomly
4. The assigned group is updated, and the team is removed from the pool.
5. This process repeats until all teams in the pool are placed.

3.2.1.6 Final Validation

- At the conclusion of the draw:
 - Each group must contain exactly 8 teams
 - All regional and structural constraints must be satisfied
- The results are final and binding

3.3 Finals Format

Sixteen (16) teams compete in the Final Stage with eighteen (18) matches for three (3) days.

SMASH Rule applies:

- Match point is decided after Day 2.
 - #1 overall ranking team points +10.

- Teams need to reach match point and then win a match to win the tournament.
 - **This cannot be achieved in the exact match** (i.e, if the team gets to 80+ points in the match they won, they need to win another match).
- If no team wins through the SMASH rule within **18 matches** (6 matches each day, no extra matches), the champion is chosen based on the standard rules.

3.3.1 Finals Pre-Show

A dedicated broadcast moment is planned to introduce the competition Finals. Teams qualified to Finals are required to make one (1) **player** available for this broadcast segment.

The specific schedule will be communicated in line with the overall daily schedule. The broadcast production team may require a specific **player** to be present, which will be communicated at least 3 hours prior to the segment.

4. Schedule

4.1 Tournament Schedule

18/07	19/07	20/07	21/07	22/07	23/07	24/07	25/07	26/07
Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Arrival	Media day	Group Stage				Finals		

4.2 Match Schedule

The match schedule will be different depending on the stage of the Competition. Match start times may be rescheduled depending on any accelerations or delays in the production schedule. The match schedule plan is listed below:

4.3 Group Stage Schedule

- Tuesday, July 21st - A vs B
- Wednesday, July 22nd - A vs C
- Thursday, July 23rd - B vs C

A more in depth look at the schedule will be shared to the teams separately.

4.4 Map Order

	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Group Stage Day 1	Erangel	Taego	Miramar	Rondo	Taego	Erangel
Group Stage Day 2	Erangel	Taego	Miramar	Rondo	Taego	Erangel
Group Stage Day 3	Erangel	Taego	Miramar	Rondo	Taego	Erangel
Final Stage Day 1	Erangel	Taego	Miramar	Rondo	Taego	Erangel
Final Stage Day 2	Erangel	Taego	Miramar	Rondo	Taego	Erangel
Final Stage Day 3	Erangel	Taego	Miramar	Rondo	Taego	Erangel

5. Game Specific Rules

5.1 In-Game Settings

Every match in the Competition will use Esports Mode Settings. For the avoidance of doubt, Esports Mode Settings are identical to Ranked Mode Settings. All settings shall remain default unless explicitly stated below. Tournament Administration reserves the right to make changes to In-Game Settings for any reason at any time. Tournament Administration may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

For the full list of In-Game Settings, please refer to Section 9 of the [PUBG Global Rules - SUPER](#).

5.1.1 Basic Game Settings & Map Pool

Match Settings: Game Settings	
Map	Erangel, Miramar, Taego, Rondo
Perspective	TPP
Players	64
Team Players	4
Weather	Sunny

5.2 Scoring

Every match in the Competition will award Points in accordance with the following scoring system.

5.2.1 Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each match. A Team will earn one (1) Kill Point per Kill.

5.2.2 Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each match. Teams will accumulate Placement Points based on the following matrix.

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9 - 16	0

5.2.3 Match Points

A Team's Match Points is the sum of their Kill Points and Placement Points.

- Kill Points + Placement Points = Match Points

For example, a Team who accumulates 10 Kills and finishes the match in the 3rd position will earn 15 Match Points (10 + 5 = 15).

5.2.4 Total Points

A Team's Total Points is the sum of all Match Points accumulated during a set period of time.

5.3 Tie Breaker

In the event that two or more Teams have the same number of Total Points, the following rules shall be applied to break the tie.

- Match Point

①. The ranking for each Match is determined by the total Match Points (Placement + Kill Point) earned.

②. If ① is a tie, teams with higher Placement will be ranked higher.

- Accumulated Points

①. The final ranking is determined by the accumulated Match Points (Placement Point + Kill Point) for all matches.

②. If ① is a tie, teams with the higher accumulated Placement Point (excluding the Kill Point) in all matches will be ranked higher.

③. If ② is a tie, teams with the higher Match Point (Placement Point + Kill Point) on the most recent match will be ranked higher.

④. If ③ is a tie, teams with the higher Placement point on the most recent match will be ranked higher.

⑤. If ④ is a tie, teams with the higher Total Damage on the most recent match will be ranked higher.

5.4 Standard Operating Procedures

5.4.1 Before Match

5.4.1.1 Setup Time

Players will have designated blocks of time prior to their match time to ensure they are fully prepared. The Tournament Administration may change the schedule due to broadcast related issues or other reasonable grounds. Once the player has finished setting up and testing the necessary equipment, the equipment is not allowed to be removed from the seat unless authorized by the Administration.

If any equipment provided by the Tournament Administration is not functioning, the player should immediately report the issue to the Referee in which they will decide how to best address the issue. If the issue is not addressed to the player and/or team's liking, they may request the Referee to escalate the issue to the Head Referee.

5.4.1.2 Check-In

Scheduling is essential to the efficient operation, commercial viability, and integrity of the Competition. All players must be seated to play the match by the time required by the Tournament Administration and ready to compete on stage five (5) minutes prior to the start of a match. Teams who fail to field a full and eligible roster five (5) minutes prior to the start of a match may be subject to penalties. The Administration reserves the right to amend the match start times. Match start times may be adjusted depending on any accelerations or delays in the production schedule. The Administration will communicate changes to the match schedule to all Participants. Once players have checked in for a match, they may not leave the stage without the explicit permission from Administration. Only the four players who are competing that day are allowed to enter the stage and tournament area. Once the match begins, the players can only leave the stage during designated rest periods.

The team can participate in a match with a minimum of three squad members.

The team's coach can participate in the match as a player if qualified.

5.4.1.3 Health-Related Electronic Devices

If it is necessary to bring an electronic device into the stage due to a health issue, it is allowed only after obtaining prior approval from the Tournament Administration.

5.4.2 During Match

5.4.2.1 Match Support

A player may report any issue during a match by raising a hand to a Referee. The Referee will then decide how to best address the issue.

5.4.2.2 Remaining Seated

Players must always remain seated during a match and not leave their seats until given explicit permission by a Referee following the completion of a match.

5.4.2.3 Communication During Match

Each team is permitted a maximum of one (1) non-player personnel on-stage to listen to team communications during live matches. However, from the start of the match until the team is eliminated, only the four active players are permitted to speak. To ensure competitive integrity,

Tournament Administration will mute all non-player individuals in the communication channel while the match is in progress.

5.4.2.4 Headsets and Gears


Players must always wear their own in-earbuds together with the headsets provided by the organizer while playing and are allowed to take them off only once all team members are eliminated. Removing headsets during an official match may be subject to penalties. Using additional gear such as gaming microphones or exemption from wearing headsets due to players' physical disease is subject to the approval of the Administration.

5.4.2.5 In-Game Skins

Players must wear in-game items designated by the Administration for all matches. After a player leaves the in-game lobby, his or her character must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic or comic effects are prohibited inside the game.

Taking off any part of the outfit during the match is strictly prohibited. Dismantling or selling of provided items are strictly prohibited.

Designated skins:




Item	Item List	Images
PGC 2021 Mega Bundle	PGC 2021 Giltslate Contagion Hat PGC 2021 Contingent Chaos Mask PGC 2021 Contingent Chaos Duster PGC 2021 Giltslate Contagion Shirt PGC 2021 Giltslate Contagion Pants PGC 2021 Giltslate Contagion Boots PGC 2021 Contingent Chaos - Beryl M762 PGC 2021 Contingent Chaos Backpack (Level 2) PGC 2021 Contingent Chaos Jacket PGC 2021 Contingent Chaos Boots PGC 2021 Giltslate Contagion Combat Dress PGC 2021 Giltslate Contagion Gloves PGC 2021 Dark Stare Makeup PGC 2021 Contingent Chaos - M416 PGC 2021 Giltslate Contagion Vest (Level 2) PGC 2021 Parachute	

<p>PGC 2022 Mega Bundle</p>	<p>PGC 2022 Iridescent Danger Glasses PGC 2022 Iridescent Danger Shirt PGC 2022 Iridescent Danger Jacket PGC 2022 Iridescent Danger Gloves PGC 2022 Iridescent Danger Pants PGC 2022 Iridescent Danger Boots PGC 2022 Aced - Beryl M762 PGC 2022 Tac-Tech Mask PGC 2022 Tac-Tech Shirt PGC 2022 Tac-Tech Jacket PGC 2022 Tac-Tech Gloves PGC 2022 Tac-Tech Leggings PGC 2022 Tac-Tech Boots PGC 2022 Aced - SLR PGC 2022 Parachute Hairstyle 35 PGC 2022 Aced PGC 2022 Aced Backpack (Level 2) PGC 2022 Iridescent Danger - Helmet (Level 2)</p>	
<p>PGC 2023 MEGA BUNDLE</p>	<p>Hairstyle 53 PGC 2023 Emperor's Thorn Mask PGC 2023 Emperor's Cloak PGC 2023 Emperor's Leather Lace Jacket PGC 2023 Emperor's Breeches PGC 2023 Emperor's Storm Boots PGC 2023 Crown Jewel - Beryl M762 PGC 2023 Empress's Hat PGC 2023 Empress's Gold Mask PGC 2023 Empress's Waistcoat PGC 2023 Empress's Nautical Shell PGC 2023 Empress's Garter Belt PGC 2023 Empress's Long Boots PGC 2023 Crown Jewel - Mk12 PGC 2023 Royal Landing Parachute PGC 2023 Crown Jewel - Helmet (Level 2) PGC 2023 Crown Jewel Backpack (Level 2) PGC 2023 Dance - Champ's Clap</p>	

<p>PGC 2024 MEGA BUNDLE</p>	<p>PGC 2024 SET 1 [#1/1] PGC 2024 SET 2 [#1/1] PGC 2024 Banner (Silver)</p>	
<p>PGC 2025 MEGA BUNDLE</p>	<p>PGC 2025 NIGHT VANGUARD SET [#1/1] PGC 2025 VEILED GUARDIAN SET [#1/1] PGC 2025 - The Global Stage Awaits PGC 2025 Logo 2</p>	
<p>PNC 2022 ALL-IN-ONE BUNDLE</p>	<p>PNC 2022 Hotstreak Hat PNC 2022 Hotstreak Jacket PNC 2022 Hotstreak Legs PNC 2022 Hotstreak Boots PNC 2022 Hotstreak - M416 PNC 2022 Dance - Champion's Struggle</p>	

<p>PNC 2026 SUPERCHARGED SET</p>	<p>Costume Set Eyes Jacket+Body Mask Hands Legs Feet Hair</p>	
<p>PNC 2026 ELECTRIC DRIVE SET</p>	<p>Costume Set Body+Legs Hands Feet Makeup</p>	
<p>PNC 2023 MEGA BUNDLE</p>	<p>Hairstyle 50 PNC 2023 Striker Jacket PNC 2023 Striker Shirt PNC 2023 Striker Pants PNC 2023 Striker Shoes PNC 2023 Perfect Angle - ACE32 PNC 2023 Trailblazer Glasses PNC 2023 Trailblazer Jacket PNC 2023 Trailblazer Top PNC 2023 Trailblazer Pants PNC 2023 Trailblazer Gloves PNC 2023 Trailblazer Shoes PNC 2023 Perfect Angle - Kar98k PNC 2023 Parachute PNC 2023 Backpack (Level 2) PNC 2023 Cube</p>	

<p>PNC 2024 MEGA BUNDLE</p>	<p>TEST PNC 2024 MEGA BUNDLE + VOTING COUPONS [#1/3] TEST PNC 2024 MEGA BUNDLE + VOTING COUPONS [#2/3] PNC 2024 #1 PNC 2024</p>	
<p>PNC 2025 POWER UP SET</p>	<p>PNC 2025 Power Up Headphones PNC 2025 Power Up Glasses PNC 2025 Power Up Jacket PNC 2025 Power Up Pants PNC 2025 Power Up Gloves PNC 2025 Power Up Shoes Hairstyle 89 PNC 2025 Power Up - SCAR-L PNC 2025 Logo 1 PNC 2025 Power Up Backpack (Level 2) PNC 2025 Power Up - Pan PNC 2025 Logo 3 PNC 2025 Power Up - Helmet (Level 2)</p>	
<p>PNC 2025 TACTICAL TECH SET</p>	<p>PNC 2025 Tactical Tech Visor PNC 2025 Tactical Tech Top PNC 2025 Tactical Tech Pants PNC 2025 Tactical Tech Sneakers Hairstyle 88 PNC 2025 Tactical Tech - SKS PNC 2025 Tactical Tech - MP5K PNC 2025 Tactical Tech Backpack (Level 3) PNC 2025 Logo 2</p>	

<p>AZURE DRAGON BUNDLE</p>	<p>Azure Dragon Jacket Azure Dragon Pants Azure Dragon Boots Azure Dragon - Helmet (Level 3) Azure Dragon Backpack (Level 3) Dragon Spirit - ACE32 Azure Gem Victory Dance 105</p>	 Two characters wearing the Azure Dragon armor set, including helmets, jackets, pants, and boots. One character is holding a rifle. The armor has a dark, metallic appearance with blue and green accents.
<p>Crimson Fog of Fury - M79</p>		 A close-up of the Crimson Fog of Fury M79 grenade launcher, featuring a red and gold color scheme, set against a dark background with a red, smoky or fog-like effect.
<p>Blue Fog of Fury - M79</p>		 A close-up of the Blue Fog of Fury M79 grenade launcher, featuring a blue and gold color scheme, set against a dark background with a blue, smoky or fog-like effect.

Ivory Fog of Fury - M79



Teal Smoke Grenade



Coral Smoke Grenade



Blue Smoke Grenade



Emerald Smoke Grenade		 An emerald-colored smoke grenade with a metallic body and a pull-ring, surrounded by a cloud of emerald smoke.
Magenta Smoke Grenade		 A magenta-colored smoke grenade with a metallic body and a pull-ring, surrounded by a cloud of magenta smoke.
Azure Smoke Grenade		 An azure-colored smoke grenade with a metallic body and a pull-ring, surrounded by a cloud of azure smoke.
Purple Smoke Grenade		 A purple-colored smoke grenade with a metallic body and a pull-ring, surrounded by a cloud of purple smoke.

Orange Smoke Grenade		 An orange smoke grenade with a silver pin and a yellow pull, surrounded by a cloud of orange smoke.
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5.4.2.6 PC Reboot

Players may not turn off their computer or reboot the game client without explicit permission from a Referee.

5.4.2.7 Rematch

The Tournament Administration reserves the right to call for a rematch if multiple players experience lag or glitches, if the game server is deemed unstable, in the event of a power interruption, or if there are extreme circumstances in which a full match restart is necessary to retain the competitive integrity of the Competition per the sole discretion of Tournament Administration.

5.4.2.8 Disconnection

Intentionally disconnecting from the PUBG game client or server during an official match is strictly prohibited and may be subject to penalties. If any player disconnects before all 64 players have landed successfully, the match shall be restarted. Once all 64 players have landed successfully, the match is considered to have officially started.

Early-Match Disconnection:

If a player experiences a disconnection after a match has officially started, the player must notify a Referee immediately by raising a hand. The Referee will attempt to reconnect the player. The match must continue normally whether the player is able to successfully reconnect or not. After all 64 players have successfully landed, the match may be restarted only in the following cases:

- All players are marked “#unknown”
- The lobby host failed to join the game
- Any of the players failed to join the game
 - If the player who initially failed to join the game also fails to join the restarted match, the game shall continue without that player.
- When it is deemed impossible to proceed normally due to the occurrence of lag or disconnection for multiple players

- Other cases that are approved for a rematch according to the reasonable judgment of the Administration

Large-Scale Disconnection:

If all alive teams, all but one (1) alive team, or ten (10) or more alive players disconnect simultaneously, the match must be immediately terminated. A rematch that consists only of the players who were still alive at the exact time of the large-scale disconnection must be conducted. If any player is discovered to have been responsible for the cause of the large-scale disconnection, that player will be excluded from the rematch. The results of the rematch will be added to the results of the match in which the large-scale disconnection took place to determine the final results of the match.

5.4.2.9 Compensation Point - "CP"

Due to official computer or game issues, in the case of a mandatory game restart or automatic game restart, if a player is eliminated during the reconnection process, the team to which the player belongs may be awarded compensation points.

If a player is revived and then killed, CP will not be awarded.

If the player reconnects to the match and is killed immediately after, the administration must make a judgment call.

If the player does not have a chance to survive beyond a reasonable doubt, CP will be awarded.

CP is applied to the end-of-day results and never to a specific match. CP should be added only to the total points and never to the kill points or placement points in any way.

To determine the number of CP that will be awarded:

- Add the player's kills across all matches of the day, excluding the player's lowest kill match of the day. If the player experienced more than one critical disconnection, exclude as many matches as the number of critical disconnections starting with the lowest kill match. Note that the excluded match may be different from the match in which the critical disconnection occurred.
- Divide by the number of matches of the day that the player did not experience a critical disconnection.
- If this number is less than 1, round up to 1. If this is greater than 1, round to the nearest whole number.
- Multiply by the number of critical disconnections to determine that player's total CP for that match day.

At least one (1) and at most four (4) CP will be awarded for every critical disconnection.

5.4.2.10 Observers

Only the observers who the Administration has explicitly authorized will be allowed to join the game server.

5.4.2.11 Replay and Match Data

All players must have and activate the in-game replay feature for the Competition.

5.4.2.12 Bugs

Even if a bug negatively affects a player, there shall be no rematch or solution available to the player. If a player finds a bug during a match, it shall be notified immediately to the Referee. The player who discovers the bug but intentionally hides it from the Referee is considered to have abused it and will be penalized.

If players deliberately use a bug during a game to gain an advantage, this is regarded as cheating and will be penalized. The level of fraudulent behavior determines the level of penalty.

5.4.2.13 Cheats

Cheating is forbidden during the competition. The use of a cheat will result in bans and/or disqualifications. For purposes of clarity, a cheat is any program, software, code, or hack that gives players a competitive advantage over their opponents. Examples of cheats include:

- ESP
- Radar hacks
- Wallhacks
- Speedhacks
- Aimhacks
- Hitbox manipulation
- Teleportation
- Using a bug/bugs to gain an advantage versus opponents
- Editing game files to remove grass or other aspects from the game
- Mouse Macro, all Mouse Macro are not allowed to be used in the official matches. However, players are allowed to use Mouse Drivers like BlasterX, Razer Synapse, Logitech G Hub, SteelSeries Engine etc. Referees will check Mouse Drivers before the match day starts.
- All third-party software or tools that are not allowed by the game publisher and that can give an unfair advantage to a player or team are classified as cheating and are not allowed. Examples of software that are not allowed are Nvidia Profile Inspector, SweetFX, and VibranceGUI.

If a team uses a player that has an active ban by PUBG, the team will be disqualified from the Tournament.

5.4.2.14 Adherence to Rules

During a match, Referees and Head Referees will make rulings to the best of their judgment to ensure the matches are completed in adherence to the Rules. These rulings must be adhered to by the Participants during a match.

5.4.3 After Match

5.4.3.1 Results

Official match results will be posted on the website in accordance with the procedures.

5.4.3.2 Interviews and Other Post-Match Obligations

Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters as determined by the Administration. Interpreters, managers, and/or coaches can be present as and when needed. Interviews will be made public worldwide, just like the official matches. Players will be penalized if they violate the rules of conduct during the interview, such as exhibiting indecent, discriminatory, and violent words and behavior.

5.4.3.3 Breaks Between Matches

Matches will be conducted as per the schedule. The designated break time between every match is 10 minutes. Players must enter the lobby quickly after completing the previous match. The Host will not delay the start of the matches for late-arriving players. Failure to return to the lobby on time may subject the player to penalties.

All team officials and players may not move or stay illegally in unauthorized places in any way during the time of the match, including breaks.

5.5 Mandatory Scrim

The Tournament Administration reserves the right to conduct testing and rehearsal scrim on Media Day and official Tournament days. Should these scrim blocks be implemented, an official schedule will be distributed to all Participants. Participation in all officially scheduled scrim blocks is mandatory; failure to attend may result in sanctions.

6. Misconduct management

6.1 Definitions and scope of sanctions

Sanctions are given for rule violations within EWC events. They may be penalty points, fines, default losses, player/team suspensions or disqualifications, or a combination of these sanctions depending on the incident in question. Participants will be informed about the sanction by email

and given a timeframe within which they can appeal the decision. Only the Team Representative (as defined under the applicable Team Participation Agreement) or their designated spokesperson are eligible to make appeals.

6.2 Punctuality Penalties

Once the referees announce the lobby room and password, players must join as soon as possible. All four players should enter the lobby and be in the correct slot before the match starts*.

For offline events, if players are not in the booth at the match start time* late arrival will be recorded, and penalties may be applied.

If players do not appear within 5 minutes after the match starts*, the game may proceed without them.

The penalties for late arrival are as follows:

- 1st offense: 100 USD per player
- 2nd offense: 500 USD per player
- 3rd and onwards: 1 penalty point and then another 1 penalty point for every 5 minutes of being late

If players are kicked out of the lobby due to inactivity or the game crashes, report to the Tournament Administration team and re-enter the lobby and the correct team slot again as soon as possible.

** Match start time - the moment when the lobby host presses the start button in the lobby, and players are loaded onto the starting island*

7. Prize Distribution

Teams are awarded a monetary prize depending on their finishing position within the tournament structure as follows:

Group Stage	
Total: \$228,000	
Rank	Prize
1st	\$15,000
2nd	\$14,000
3rd	\$13,000
4th	\$12,000
5th	\$11,000

Finals	
Total: \$1,772,000	
Rank	Prize
1st	\$650,000
2nd	\$300,000
3rd	\$200,000
4th	\$134,000
5th	\$100,000

6th	\$10,000
7th	\$9,000
8th	\$8,000
9th	\$7,000
10th	\$6,000
11th	\$5,000
12th	\$4,000
13th	\$3,000
14th	\$2,000
15th	\$1,000
16th	
17th	\$17,000
18th	\$16,000
19th	\$15,000
20th	\$14,000
21st	\$13,000
22nd	\$12,000
23rd	\$11,000
24th	\$10,000

6th	\$74,000
7th	\$56,000
8th	\$45,000
9th	\$37,000
10th	\$32,000
11th	\$28,500
12th	\$26,500
13th	\$24,500
14th	\$23,000
15th	\$21,500
16th	\$20,000

MVP Prize
\$25,000

8. Other

8.1 Equipment

EWC always provides monitors, computers, SSDs and noise-cancelling headphones. Participants have to bring their own peripherals (in particular: keyboard, mouse, mousepad, in-ear headphones with long enough cables, sound cards if needed only if it ends with a 3.5mm jack), and are also responsible for maintaining a set of replacements in the event that their primary hardware fails. Our machines do not support PS2-keyboards. All player equipment is subject to the approval of the tournament administration. EWC reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval.

8.2 Hardware and Software

The following hardware will be provided for use during all tournament matches and practice matches. Players must use the provided hardware during all tournament matches and scheduled practice matches.

- Computer
- Monitor
- Headset with Microphone (only for tournament area)

All Participants may not disassemble or otherwise modify the provided hardware. If the hardware is modified without the approval of the Administration, a penalty will be imposed.

A team communication solution for players during tournament matches and practice matches will also be provided. The provided team communication solution must be used. The use of any other team communication solution is strictly prohibited. Communication between team members must comply with SUPER's Code of Conduct, and all player voices in official scrimms and official matches are recorded.

Players must bring the following hardware for use during tournament matches and practice matches:

- Mouse
- Keyboard
- Mouse pad
- In-ear buds (3.5mm jack)

In addition, players can NOT bring their own USB-interfaced external sound cards.

Mice and keyboards must utilize standard USB interfaces. In-ear buds need to have a 3.5mm jack. USB sound cards are not allowed. Hardware that requires any unauthorized conversion to connect with USB interfaces is not permitted. Players may not connect any device other than a mouse or keyboard to their PC without explicit permission from the Administration. All player-provided hardware must function properly without an internet connection. Players will be allowed to install any necessary drivers during a designated setup and testing period.

Players are solely responsible for their own equipment. If any player-provided equipment malfunctions, breaks, gets lost, or is stolen, players must provide their own replacement equipment. All player-provided equipment is subject to inspection and approval by the Administration. The Administration reserves the right to deny the use of any equipment that is suspected of creating an unfair competitive advantage. All electronic devices not related to the competition are not allowed to be brought into the Tournament area, such as mobile phones,

smartwatches, USB storage devices, speakers, etc. All Players are solely responsible for replacing any rejected equipment.

All software installations are subject to inspection and approval by the Administration. Players may not alter game files, modify drivers, or change the video settings in Windows without explicit approval from the Administration.

8.3 Internet access

Internet access on tournament computers is disabled for all participants.

9. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EWCF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable [Privacy Policy](#) made available on the EWC event website or otherwise provided to Participants.