



PUBG MOBILE World Cup at 2026 Esports World Cup

Player Handbook

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1. General

This Handbook establishes the official governing regulations for participation in PUBG MOBILE World Cup at 2026 Esports World Cup (or “PMWC at EWC 26” or “PMWC”). 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 [PUBGM Official Competition](#) Rulebook 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

The field of esports is changing rapidly, as are the mobile games that are played in esports, and these Competition Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports, and the updates to PUBG MOBILE. Accordingly, the Administration Team may update, amend, or supplement these Competition Rules from time to time; and may interpret or apply these Competition Rules by releasing online postings, instructional videos, emails, or texts that provide instructions and guidance to Team Members. Any material changes to these Competition Rules will be provided to the Team’s Team Captain using the email address. Each Team Captain will distribute updates and other communications relating to these Competition Rules to other Team Members. Participation in the PUBG MOBILE World Cup at 2026 Esports World Cup will constitute acceptance of the changed rules, instructions, and guidance. The Administration Team 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 MOBILE World Cup 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 other 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 and support

1.5.1. Support

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.

1.5.2. Administration Team

All participants must adhere to the decisions and rules of the tournament administration team, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. For a detailed list of penalties that can be given out, please see section 6.5. Disciplinary Action and Sanctions from the [PUBGM Official Competition Rulebook](#).

2. Participants

2.1. Age Restriction

Refer to Section 2.1.1 of the [PUBGM Official Competition Rulebook](#).

2.2. Player details

When requested, players are required to provide all requested information including, but not limited to: full name, contact details, date of birth, address, citizenship, game account and photo.

2.3. Team Size & Roster Policy

2.3.1. Team Size

A team must have 5 to 6 players (4 starters + 1 to 2 substitutes) in their active lineup.

Tournament officials have the right to disqualify any team with an incomplete roster (fewer than 4 players). Suppose at any point a team's roster falls below the minimum roster size. In that case, the team may be disqualified or otherwise sanctioned, unless the Administration Team grants permission to drop below the minimum roster size at their sole discretion.

2.3.2. Roster Policy

The PMWC at EWC 26 roster has to be the same as the qualifying tournament.

Teams must submit the starter lineup of the day at least 2 hours before the tournament match starts. In the event of any player substitution, such Teams shall inform the Administration Team within 5 minutes after the finish of the current game.

A Substitute may replace a Starter only between games during Tournament play. Teams may contact the Administration Team in case of emergencies affecting the team's participation in PUBG MOBILE World Cup at 2026 Esports World Cup. The Administration Team reserves the right to allow any team to change their lineup based on their request. Any emergency substitutions must be followed by a letter from professionals in charge of relevant fields to prove the said player's emergency situation.

2.3.3. Travel & Accommodation Coverage

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

Obligatory 5 position covered

- 4 Main Players
- 1 Substitute

Optional 1 positions covered

- 0-1 Coach
- 0-1 Substitute
- 0-1 Additional Staff Member

2.3.4. 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

2.3.5. Team logos

Team logos must not include or incorporate the logo or iconography of brands, teams or Trademarks not associated with the team, unless they are a valid title sponsor.

Copyrighted images and content cannot be submitted as a team logo without verifiable permission from the copyright holder.

All team logos must comply with the Code of Conduct. EWC may reject team logos that include political, religious, or offensive matters or sentiments, as judged by EWC.

2.3.6. Esports World Cup Scheduling Conflict

A participant is not permitted to compete in any stage (qualifiers or main event) of a PUBG MOBILE World Cup at 2026 Esports World Cup tournament if they have already qualified for another Esports World Cup tournament that is scheduled during the same week.

Upon qualification for an Esports World Cup title, the participant is considered committed to that title for the corresponding competition week and is ineligible to enter or participate in other Esports World Cup titles (including qualifiers) occurring in the same timeframe.

3. Tournament Structure

3.1. Competition Format

3.1.1. Group Stage

- **Teams:** 32 teams, divided into 2 groups of 16.
- **Schedule:** 4 days of matches, with 6 matches played daily.
- **Advancement:**

- 1st to 5th teams from each Group move on to the Grand Finals.
- 6th to 13th of each Group proceed to the Survival Stage.

3.1.2. Group Stage Seeding

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

- Title Defender
- Southeast Asia Ranking
- EECA Ranking
- South Asia Ranking
- MENA Ranking
- Turkiye Ranking
- WEU Ranking
- Americas Ranking
- Africa Ranking
- Invited - China
- Invited - S.Korea
- Invited - Japan
- Invited - India

3.1.2.1. Overview

Teams will be allocated into pools based on region of origin or qualification route, determined after all participants are finalized.

3.1.2.2. Pool Formation

- Pool #1 - MENA
- Pool #2 - Southeast Asia
- Pool #3 - Turkiye
- Pool #4 - Americas
- Pool #5 - EECA
- Pool #6 - South Asia
- Pool #7 - WEU
- Pool #8 - Africa
- Pool #9 - Title Defender (2025 Champion)
- Pool #10 - Invited - China
- Pool #11 - Invited - India
- Pool #12 - Invited - S.Korea
- Pool #13 - Invited - Japan

3.1.2.3. General Principles

- The draw will start from Pool #1 and go through all the Pools in the fixed order.
- Teams from each pool will be drawn randomly
- Teams will be assigned to the groups in the fixed order A-B-A-B-... etc.

3.1.2.3.1. Team Assignment Process

For each pool:

1. A team is randomly drawn from the pool.
2. The teams are assigned to groups according to the rule that the first team goes to Group A, the second to Group B, the third to Group A, the fourth to Group B, etc.
 - a. This process is repeated until the end of the draw.
3. The assigned group is updated, and the team is removed from the pool.
4. This process repeats until all teams in the pool are placed.

3.1.2.4. Final Validation

- At the conclusion of the draw:
 - Each group must contain exactly 16 teams
- The results are final and binding

3.1.3. Survival Stage

- **Teams:** 16 teams from the Group Stage.
- **Schedule:** 2 days of matches, with 6 matches played each day.
- **Advancement:** Top 6 teams advance to the Grand Finals.

3.1.4. Grand Finals

- **Teams:** 16 teams compete.
- **Schedule:** 3 days of matches, with 6 matches played daily.
- **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.

3.2. Tournament Schedule

The schedule is presented as follows.

SCHEDULE														
Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon
03/08	04/08	05/08	06/08	07/08	08/08	09/08	10/08	11/08	12/08	13/08	14/08	15/08	16/08	17/08
Arrival	Media day Rehearsals	Group Stage					Media day Rehearsals	Survival Stage	Media day Rehearsals	Grand Finals			Departure	

3.3. Prize Money

The total prize money of the PUBG MOBILE World Cup at 2026 Esports World Cup is \$3,000,000 USD. Suppose the valid payment details are provided within the deadline given by the Tournament Administration. In that case, all prize money will be paid out to the payment data provided by the team's contact responsible for the prize money, no earlier than 5 weeks after the end of the competition. Please refer to the Tournament Participation Agreement regarding the details of the prize money payment procedure for EWC 2026

Please note that applicable taxes and fees may be deducted from the total amount.

Suppose the team doesn't provide a valid prize request (containing all of the requested details specified by the Tournament Administration, sent from the verified point of contact email) before the initial deadline. In that case, the prize will only be scheduled to be sent within 30 days from the moment of the valid prize request, but it can take up to 90 days.

A Team must provide all appropriate information within six (6) months of the Tournament Official's Official Request for prize money payment-related information request. If a Team fails to do so, it may be deemed that the Team forfeits the prize money. If an individual player wins a prize, then such must provide all appropriate information within six (6) months of the Tournament Official's Official Request for prize money payment-related information request, or the lowest period allowed by law, whichever is longer.

Tournament prize money will be granted to teams for participating in all required tournament matches and promotional events and granting all rights, titles, and interests, including all related intellectual property rights, in and to the broadcasts, feeds, content, designs, and any other audio and/or visual works created, made or produced by Proxima Beta Pte. Limited and EFG or in collaboration with others during the PUBG MOBILE World Cup at 2026 Esports World Cup duration with regards to any TBD or and any future esports competitions to Proxima Beta Pte. Limited.

PUBG MOBILE World Cup at 2026 Esports World Cup

Summary	
Group Stage	\$1,148,000
Survival Stage	\$152,000
Grand Finals	\$1,700,000
MVP	\$25,000
Total	\$3,025,000.00

PMWC Group stage	
Placement	Prize
1-2	\$71,000
1-2	\$71,000
3-4	\$65,000
3-4	\$65,000
5-6	\$60,000
5-6	\$60,000
7-8	\$57,500
7-8	\$57,500
9-10	\$55,000
9-10	\$55,000
11-12	\$29,000
11-12	\$29,000
13-14	\$28,000
13-14	\$28,000
15-16	\$27,000
15-16	\$27,000
17-18	\$26,000
17-18	\$26,000
19-20	\$25,000
19-20	\$25,000
21-22	\$24,000
21-22	\$24,000
23-24	\$23,000
23-24	\$23,000
25-26	\$22,000
25-26	\$22,000

PMWC Survival Stage	
Placement	Prize
1	\$17,000
2	\$16,000
3	\$15,000
4	\$14,000
5	\$13,000
6	\$12,000
7	\$11,000
8	\$10,000
9	\$9,000
10	\$8,000
11	\$7,000
12	\$6,000
13	\$5,000
14	\$4,000
15	\$3,000
16	\$2,000
Total	\$152,000

PMWC Grand Finals	
Placement	Prize
1	\$500,000
2	\$250,000
3	\$150,000
4	\$120,000
5	\$100,000
6	\$90,000
7	\$80,000
8	\$70,000
9	\$60,000
10	\$55,000
11	\$50,000
12	\$45,000
13	\$40,000
14	\$35,000
15	\$30,000
16	\$25,000
Total	\$1,700,000

27-28	\$21,000
27-28	\$21,000
29-30	\$20,500
29-30	\$20,500
31-32	\$20,000
31-32	\$20,000
Total	\$1,148,000

PMWC Awards – Grand Finals Only – Additional Prizes	
Best IGL*	No Prize Money
Grenade Master*	No Prize Money
Field Medic*	No Prize Money
Eagle Eye*	No Prize Money

* All details about each category can be found below.

MVP:

The player with the highest score based on the following formula will be titled the **MVP** from all official matches played during the grand finals:

$$\frac{\text{Survival time}}{\text{Total survival time}} * 0.2 + \frac{\text{Damage dealt}}{\text{Total damage dealt}} * 0.3 + \frac{\text{Eliminations}}{\text{Total eliminations}} * 0.4 + \frac{\text{Knockdowns}}{\text{Total knockdowns}} * 0.1$$

Best IGL

This award goes to the top In-Game Leader (IGLs). It recognizes their excellent calls and exceptional decision-making that guides their team to victory. It also recognizes their direct impact on the outcome of matches. Please note that only the officially submitted In-Game Leaders from each team are eligible to receive this award.

$$0.7 \times \left(\frac{\left(\frac{\text{Team Average Points Per Match}}{\text{All Teams Average Points Per Match}} \times 0.3 \right) + \left(\frac{\text{Team WWCDs}}{\text{Total Matches}} \times 0.3 \right) + \left(\frac{\text{Team Top 5 Finish Matches}}{\text{League Average Top 5 Finish Matches}} \times 0.3 \right) + \left(\frac{\text{Team Average Survival Time}}{\text{All Teams Average Survival Time}} \times 0.1 \right)}{4} \right) + 0.3 \times \left(\frac{\left(\frac{\text{Player Average Eliminations Per Match}}{\text{All Players Average Eliminations Per Match}} \times 0.5 \right) + \left(\frac{\text{Player Average Damage Per Game}}{\text{All Players Average Damage Per Game}} \times 0.5 \right)}{2} \right)$$

Grenade Master

The player with the most **grenade eliminations** will be titled the Grenade Master (excluding Molotovs).

Ties between players will be determined by the

1. total number of eliminations and
2. total damage done, if the total number of eliminations is also tied.

Field Medic

The player with the highest average number of rescues.

Additional condition: The player must have played in 50% or more PMWC Grand Finals Matches (9 or more matches). The player with the most HP recovered will determine ties.

Eagle Eye

The player with the longest distance elimination will get the Eagle Eye award.

Ties between players will be determined by the sum of the 2 longest distance eliminations by each tied player.

4. Match Procedures

4.1. Game Version

We will play all the matches on the Game version 4.4.0

4.2. Match Parameters

- Mode: Third Person Perspective (TPP)*
- Sound Visualization - disabled
- Aim Assist - disabled
- Red Zone and Flare Guns - disabled
- Vague Information - enabled**
- ALL Weapons - x2
- Scopes and Magazines - x2

* - changing between TPP and FPP in the game is allowed

** - when you knock someone, you won't be able to see which player and from which team got knocked

4.3. Dedicated Esports-map feature

4.3.1. Shops, Companions

- Not available on all maps

4.3.2. Self AED, Emergency Pickup, Mortar & Panzerfaust

- Not available on all maps

4.3.3. Rondo Dedicated Feature

- Recall
- Two Flight Route *Random

4.4. Bluezone settings

Erangel & Rondo					
Zone	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.55
2	0	60	120	100	0.6
3	0	60	150	300	0.6
4	0	50	150	500	0.65
5	0	50	150	800	0.65
6	0	50	90	1000	0.65
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time: 31m 40s					

Miramar					
Zone	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.5
2	0	60	120	100	0.65
3	0	60	150	300	0.7
4	0	50	150	500	0.7
5	0	50	150	800	0.65
6	0	50	90	1000	0.6
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time: 31m 40s					

Please note that match parameters are subject to change, and players will be notified in advance.

4.5. Scoring System

Scoring for each Tournament Game will be based on each Team's final elimination count and in-game placement as set forth below.

Point system	
Placement	Points
1	10

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

Each elimination grants 1 point.

4.6. Tiebreakers

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

- total times of winning the first place across all specific stage Tournament Games;
- total accumulated placement points across all specific stage Tournament Games;
- total accumulated kills across all specific stage Tournament Games;
- placement in the most recent match of the specific stage Tournament Games;

4.7. Casting and Streaming

The Administration Team shall perform a broadcast for the Tournament. By competing in the tournaments, all teams acknowledge that their matches can and will be broadcast. Live streaming of the tournament on personal channels is not allowed. Spoiling any information related to the match, match results, and the tournament stage is a punishable offense.

4.8. Observers

Observers organized by the Tournament administration and people that are given permission by The Tournament administration (e.g., shout casters or streams) are permitted.

4.9. Pre-match Checks

All teams must run the checks under the supervision of on-site referees. All teams should follow the on-site referee's command and make adjustments. Teams that refuse to adjust may result in prize money reduction or further penalties.

The team must report to the Administration team immediately if there is any network or device problem found during pre-match checking, and the Administration team will help the team to solve the issue as soon as possible before the start of the match.

If the problem cannot be resolved before the start of the match, the Administration team will arrange the provided equipment change or come up with other solutions as appropriate.

In case of any players playing out of the studios under the control of the Administration Team, suggest that the team use substitute players in the official studio under the control of the Administration Team instead.

4.10. Match Information

Before every match, the lobby IDs and passwords will be shared by the admin team. Players must enter these to join the custom match lobbies. Each team needs to be in specific slots that will be announced by the admin team beforehand. Please remember that being in the wrong spot when the match starts may cause your points to be lost for that match.

4.11. Mandatory Test Matches

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

5. In-game Skins

The Administration Team will prepare several in-game skins for players to equip in games and instruct teams to equip them before each match. Taking off any part of the outfit set during the game is strictly prohibited, as is dismantling or selling the provided items.

Upon discovery of any Team Member violating the in-game skins rule, Administration Teams may issue penalties upon the team in question. Any penalties incurred for violating this rule will be tracked as part of a team's overall offence count. These offences are fully subject to the cumulative penalty structure detailed in Section 13.5 Unified Offences.

Every player has to use the following skins:

- Outfit Set - Select 1 of 5 - **you can not combine sets**
- Parachute
- Backpack
- Helmet
- Plane Finish
- Weapon (Must) - Refer to list
- Weapon (Optional) - Refer to list
- Pan

The full list will be released on the 3rd of August.

Items	Picture	Item name
PLACEHOLDER	PLACEHOLDER	PLACEHOLDER

Item list:

- Rename card x4
- Flag card x4 [Must be set to Erangel flag]
- Additional experiences to play all maps and special modes
- Room Cards x 99

6. Stoppage of Play

6.1. Pause

No pause will be permitted during Tournament play for any reason once the Pre-match checks are confirmed and completed by the teams. The Administration team is not responsible for players or teams that are disconnected from the match due to personal circumstances, force majeure issues, or other conditions that may result in the forfeiture of the game. Players and teams bear the responsibility for the corresponding consequences and risks.

6.2. Remake or Replay of Tournament Games

Tournament Officials should be immediately notified of any technical malfunctions or other emergencies, accompanied by sufficient evidence. Tournament Games shall be remade only at the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances:

- Floods, fires, wars, terrorist acts, power outages, or other disasters that affect the Event.
- The Event's environment may adversely affect the outcome of the Tournament, as determined by the Administration Team.
- A technical malfunction or a player disconnects (excluding malfunctions and disconnects because of a player's mistake or fault) within 3 minutes after the Tournament Official has started the match. If the player can reconnect after disconnecting, no rematch will be made.
- FIVE problems occur during the loading screen, and the game cannot be loaded.
- ONE player cannot move on the battlefield within 3 minutes after the game starts.
- ONE player cannot enter the Tournament Game before the departure of the starting plane.
- ONE player can join a Tournament Game without flying on the starting plane and without parachuting, but instead, start on the battlefield.
- Half or more of the Observers' clients crashed, disconnected, or lagged (unable to work), no matter the number of kills or other issues that have taken place since the game started. The official broadcasting group has the right to restart the game if it cannot be broadcast normally.

6.2.1. Rehost request procedure

If the above conditions are met, players should instantly request a rehost by notifying the admin team by raising their hand and asking for help, followed by a valid reason and sufficient evidence. Players should continue playing until the rehost is confirmed by the admin team.

6.3. Solutions for Extreme Cases

Notwithstanding the foregoing, if there is an extreme situation, such as a network or hardware failure (including the network value turning yellow or mobile phone stuttering), or a critical bug affecting one or more players, the Administration Team will make a judgment as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if one or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way. In determining whether to proceed with the Tournament or order the remake of a Tournament Game, the Administration Team will use their best judgment. It may consider, among other factors, the game progress time and whether the player making the report is delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification. Suppose a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and the Administration Team decides not to remake the Tournament Game. In that case, competition should resume as normal, with the affected Team continuing to play without the affected player. If a player who has been disconnected or has otherwise experienced an extreme circumstance or critical bug can rejoin the game in progress, they shall be permitted to do so.

6.4. Evidence submission

When all players land on Spawn Island and within 3 minutes after the plane takes off, if any game disconnection situation occurs, the disconnected player will be asked to inform the on-site referee immediately and try to reconnect to the game twice. If the player still cannot normally play after trying to reconnect to the game twice, the Administration team will remake the Tournament Game.

6.5. Compensation Points

Two points will be awarded to the team as Compensation Points if a character gets pulled back up to the sky with a parachute before landing and gets killed by an enemy team during the second landing or within 60 seconds upon the second landing. The affected player must report to the on-site referee immediately after the character is killed and the compensation points will be awarded to the team if the pullback situation is proved by the Administration Team after checking the game file for confirmation. No Compensation Point will be given out without a screen recording file unless it can be confirmed by another way.

7. Provided Equipment

All players will receive the **Honor Magic7 Pro** phone and other necessary equipment to participate in PMWC matches. Players must use the provided equipment and LAN cable during the tournament. **Players must have their earphones. They must be cable ones (3.5 mm jack) to avoid connectivity issues.**

The use of equipment (excluding that listed above) owned by a player or team for their participation in the tournament is strictly prohibited unless otherwise approved in writing by the Administration Team at their sole discretion.

Players must notify the referee immediately if they encounter any issues with the provided equipment, and the staff will take appropriate actions to resolve these issues.

Replacing mobile devices with different devices or modifying the network settings of the provided mobile devices is strictly prohibited. The Administration Team reserves the right to impose a penalty on such players or teams.

In the event of any malfunction of the provided equipment that the Administration Team can repair within a reasonable timeframe, the Administration Team will provide written approval for players to use their personal equipment as a replacement for the malfunctioning equipment.

If any provided equipment is damaged by players, the player or team shall pay for the damage to the provided equipment at the market price.

7.1. Team communication

Players participating in matches under the Administration Team's control must use the provided equipment for voice communication during the matches. If a player can't hear the other player, the player should report it to the on-site referee. **Please note that every Player must have their own in-ears. They must be compatible with a 3.5 mm jack to avoid connectivity issues.**

Players who play out of the studios under the control of the Administration Team must use the specified methods provided for voice communication.

8. Networks

Tournament organizers will provide 2 modes of internet connection:

- Primary mode - Wired (LAN Connection)
- Secondary mode - Wireless (WiFi)

Players not traveling to Paris won't be able to join matches online.

The Tournament Administration will have test matches, players can report any internet issues during the test matches.

9. Schedule

9.1. Match Changes

The Administration Team may, at its sole discretion, change the start time of a match. The Tournament Administration will notify all involved players at the earliest possible convenience.

9.2. Map Rotation

The following table shows the map rotation for each of the PMWC days.

Each day	
Match 1	Rondo
Match 2	Erangel
Match 3	Erangel
Match 4	Erangel
Match 5	Miramar
Match 6	Miramar

10. Tournament - Related events

10.1. Media Events

The Administration Team shall have the right to require players to cooperate in carrying out various media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by The Administration Team in connection with the marketing and promotion of the PUBG MOBILE World Cup at 2026 Esports World Cup, provided that these Media Events do not unduly interfere with a player's game preparation or participation.

The Administration Team shall have the right to sanction any player or Team that fails to attend and participate fully in any scheduled Media Event. Any penalties incurred for absence from an official Media Events are tracked as part of a team's overall offence count. These offences are fully subject to the cumulative penalty structure detailed in Section 13.5 Unified Offences.

10.2. Rehearsals / Test matches / Showmatches

All teams must attend all mandatory test matches and rehearsals hosted by the Administration Team during the event. Any absence from an official event or mandatory matches or rehearsals without the Administration Team's permission may be penalized with prize money deduction or other penalties.

Any penalties incurred for absence from an official event or mandatory matches or rehearsals tracked as part of a team's overall offence count. These offences are fully subject to the cumulative penalty structure detailed in Section 13.5 Unified Offences.

11. Standard Operating Procedures for Players

11.1. Pre-match Preparations

- All players should check in at the teams' Tournament Area 1 hour before the tournament starts. Players will be provided 20 minutes before the pre-match test to do any applicable settings. The Settings Period will commence once the players enter the Tournament Area, and the players are not allowed to leave the Tournament Area until the pre-match test is finished.
- Within the 20-minute settings period, players shall finish preparing the voice chat systems, mobile devices, and game settings as applicable to the matches. In the event of delays during the settings period due to valid reasons, the Administration Team may extend the settings period at their sole discretion.
- All players need to check their settings prior to the commencement of the pre-matches test and such players shall be responsible for any settings-related issues that occur during the matches unless such issues are caused by an instruction from the Administration Team. Once the pre-match test begins, on-site referees will inform players about the in-game room ID and password. The players shall sign on the checklist provided by the referees after doing the test and confirm everything is settled without problems.
- If any players are not in their specified Tournament Area on time, they may be penalized at Administration Team's sole discretion.
- Check that all the tournament devices and accounts are in order.
- Check with your team if team communication is working and you can clearly hear each other, and you can communicate with each other.
- Once the players confirm the tournament-related devices, players are not allowed to touch any of the devices until the formal match begins. If the players insist on touching the devices, those players will take full responsibility for any consequences caused by touching devices including but not limited to device disconnection, setting problems, etc.
- On match start time, the Administration Team will simply announce the start of the match and won't wait for any absent players.

11.2. During Tournament Matches

- Once the lobby room ID and password are announced, open up PUBG MOBILE and immediately enter the room.
- Once all 4 players are in the correct team slot, inform the referee in charge of them to verify.
- Once the referee has verified that the players have entered the lobby and the correct team slot, players must stay in that slot and are not allowed to touch any tournament equipment until the game starts.
- If the players get kicked out from the lobby due to inactivity, report to the referee, and with the referee's permission, re-enter the lobby and the correct team slot again as fast as possible.

- Optionally, you can start recording once the game starts for the first 3 minutes in case of parachute bugs.
- Players are not allowed to stand up or take off his/her headphones or earphones until the whole match ends, even after their characters have been eliminated.
- Players are not allowed to switch out PUBG MOBILE or any other tournament-related APPs even if the whole team is eliminated. Usage of other non-tournament-related APPs is strictly prohibited.

11.3. Post-Tournament Matches

- Once the match is finished, you can close the game and lock the phone.
- Each team has a maximum of one coach who can enter the Tournament area between matches. Once players are asked to join the match lobby, the coach will be asked to leave the Tournament area.
- If the team is required to be interviewed, the Team Captain (or a Player Representative) must immediately go to the interview room with the host.
- Players must understand that the intermission time between matches will be very minimal, so players should only leave the booth for toilet breaks, otherwise they need to ask permission from the on-site referee.
- The Team Captain confirms the on-site referee of the match result at the end of each match day.

11.4. Appeal on Match Ranking Results

- Teams may submit an appeal for investigation within 15 minutes after the match has ended if there is any error in the match ranking or during the match.
- Any appeal submitted after the 15-minute window will be considered invalid for that match.
- Appeals must be submitted via Discord by contacting the Tournament Admin.
- Teams need to submit a clear message specifying which points are being appealed.
- Investigation will begin immediately after the 15 minute reporting window ends, and results will be shared either before the next match begins or within 30 minutes after the reporting window closes.

12. Other

12.1. In-game Flags

All players must set their in-game flags to the Erangel flag. Failure to comply with this rule may result in a prize money deduction or further penalty.

12.2. Flags and country identifiers

No flags and country identifiers are allowed to be present as part of player apparel or individual items during the tournament.

12.3. High Standards for Professionals

All teams and players must at all times observe the highest standards of personal integrity and good sportsmanship. Players are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, the Administration Team, the media, sponsors, and fans.

12.4. Player Jerseys

For the full details on Player Jerseys and their regulations, please refer to section 2.4 of the [EWC Global Rulebook](#). Any penalties incurred for player jerseys/apparel may be tracked as part of a team's overall offence count and/or stack concurrently with any additional fines outlined in the Global Rulebook.

12.5. Player's clothing

The players and teams need to ensure that they are all in equal coloured team attire, long trousers and closed shoes (i.e., shorts, flip-flops, and foam clogs, e.g., Crocs clogs are not allowed). Any kind of headwear is forbidden. Special exceptions may be granted on a case-by-case basis for unavoidable medical or religious reasons. Any such exceptions must be requested directly via email to the tournament administration at least 48 hours before the start of the competition, unless a medical emergency prevents timely submission. Penalties will be awarded for minor violations of this rule, with a minimum fine of \$250 (as per the EWC Global Rulebook). However, in major cases (such as offensive content or other team-branded clothing), players will not be allowed to start their matches until the problematic piece of clothing has been replaced. If possible, and deemed appropriate by the tournament administration, EWC will provide suitable clothing for the participants who are not dressed accordingly. The cost of the provided clothing will then be subtracted from the prize money awarded to the participants. Any delay caused by a change of clothing will be considered the player's fault and penalized according to the rules of punctuality. Only approved logos are allowed to be displayed on the Team jerseys during the Tournament Period. This rule applies not only to Media Day but also throughout all event days and within the event venue. Actions may be taken to cover any unapproved logos, or a count towards the unified penalty count (as explained in Section 13.5 Unified Offences), or both.

12.6. Player Names

All players' names should be subject to Clause 2.3 of PUBG MOBILE Official COMPETITION RULES. As additional regulations, the Team name abbreviation must be no more than 5 characters, and the Gamer Tag must be no more than 14 characters.

12.7. Internet Access

Internet access on tournament devices is disabled for all participants.

13. Misconduct

13.1.1. 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 via a Discord message on their team channel or an 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 is eligible to make appeals.

13.2. Detrimental Conduct

A Team Member may not commit any act or become involved in any situation or occurrence tending to bring any Official Competition, Tournament Organizer, Tournament Official, Proxima or its affiliates, sponsors, or PUBG MOBILE into public scandal, ridicule or which will reflect unfavorably on the reputation of any of the foregoing.

13.3. Competition manipulation

Offering money or benefits, making threats, or exerting pressure on anyone involved with EWC to influence the outcome of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

13.3.1. Sanctions for competition manipulation

When attempted competition manipulation is uncovered in the EWC, the result(s) of the match(es) in question will be voided. The participant will be disqualified, forfeit their prize money, and be banned from all EWC competitions for a duration of between one and two years. A fine is also possible.

13.4. Punctuality Penalties

13.4.1. Check-in and late arrival

Players are asked to arrive at the designated Tournament area on time and follow the guidance of the Administration Team to enter the tournament venue. Any late arrival which is resulted by players/teams themselves, may result in the sanctions on the team.

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.

Any penalties incurred for late arrival will be tracked as part of a team's overall offence count. These offences are fully subject to the cumulative penalty structure detailed in Section 13.5 Unified Offences.

If players are kicked out of the lobby due to inactivity or the game crashes, report to the 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*

13.5. Unified Offences

All rule violations committed by a Participant or Team are tracked cumulatively throughout the duration of the competition. Offences will stack regardless of the specific nature or category of the infraction (e.g., a lateness violation followed by a dress code violation will be treated as a first and second offence, respectively). Furthermore, this cumulative tracking applies across both the Global Rulebook and this Title-Specific Rulebook; infractions against either document may contribute to the same total offence count and any penalties issued from this count will stack concurrently with any additional fines outlined in the Global Rulebook. Penalties will be issued based on the total number of accumulated offences according to the following structure:

- **1st Offence:** Official warning
- **2nd Offence:** 5 penalty points (deducted on total prize pool earned)
- **3rd Offence and onwards:** 5 additional penalty points (deducted on total prize pool earned)
- **Application of Penalty Points:** For avoidance of doubt, these points shall be assessed cumulatively and added directly to any previously incurred penalty points.
- In severe cases, the Tournament Administration reserves the right to skip 1st Offence penalty and/or immediately inflict heavier penalties at its sole discretion.

13.6. Penalty Points

Every penalty point deducts one percent (1%) of the overall prize money received by the participant in the competition it is given, as defined in Section 5.1.2.1 Penalty Points in the [EWC Global Rulebook](#).

14. Club Championship

The Club Championship is a cross-game competition format that awards prizes for individual game titles and club performances.

Rules & Regulations about the Club Championship can be found here: <https://esportsworldcup.com/en/rules-and-regulations>

15. 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.

Rulebook Signatures – Team

Event: PUBG MOBILE World Cup at 2026 Esports World Cup	Date of the event: August 6th to August 16th, 2026
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Date: Referee Signature:

	Team member (Nickname written in capital letters)	Signature
☐ All my questions have been answered ☐ I have read and accepted the rulebook		
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