



Pravila tekmovanja na EPICENTER LAN 15

# **PLAYERUNKNOWN'S BATTLEGROUNDS**

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# English rules

## 1. GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS

### 1.1. Eligibility

- Each team must consist of 2 players.
- To reserve your participation in the tournament, a team must have 2 players paid and signed up to their specific team.

## 2. GENERAL INFORMATION

### 2.1. Tournament Format

- Each duo will play as many matches as possible in the given time period. Each end of the round has to be screenshotted and uploaded to the official Steam servers, the link then has to be posted on the given online form.
- The game starts on Saturday at 12am and finishes on Sunday at 2pm, **with a break between Saturday 11pm and Sunday 10am.**

### 2.2. Administrators

- Tournament Administrators are: Tomaž Leopold, Samo Zavasnik, Tadej Ludvik
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules

### 2.3. Timekeeping

- Each duo plays when and how much they can and want. Less games played and worse position in each round means a smaller total score.
- The tournament winner is the duo with the highest score.
- Administrators reserve the right to change these timings if circumstances require it.



### 3. GAME SETTINGS

#### 3.1 Server/Host Settings

- The game will be played on the EU FPP server. Third person is not allowed and a team disqualification will follow if TPP is used.

#### 3.2. Restrictions

- Any game that has been played between the break time will not be accepted

#### 3.3. Player Settings

- Any player settings configurable within the game client are acceptable.

#### 3.4 Screenshots

- Screenshots are required to prove a match result. You **have** to use the official Steam client to report the results



## **4. IN-GAME RULES**

### **4.1. Requirements**

- Each player must have a personal Steam account with PUBG installed
- All games are required to be played on the EU FPP server.

### **4.2. Disconnects & Computer Failure**

- If a game is interrupted by a computer, network or software failure the game will continue and the other team member will report the result. If both members are affected then report the issue to an administrator.

### **4.3. Complaints**

- If a player wants to make a complaint about a game result or faked screenshots, the player has to tell the administrator assigned to the match, before the next match starts. If a player wants to object a game result ruled by an administrator, this has to take place before the next game.

### **4.4. Punishments**

- Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.
- Bad behaviour towards other players, casters or the administrators may result in a disqualification.

### **4.5. Bugs & Misuse**

- No abuse of game breaking bugs is allowed in any tournament match. Normal mechanics that can be considered buglike are naturally allowed. If you are unsure about some mechanics, ask an administrator.

### **4.6. Observers & Streaming**

- No spectators are allowed in any tournament games, except for approved streamers and administrators.
- Players may not watch or listen to any streams of the same tournament while playing.
- As covered in the Tournament Code of Conduct, players are not permitted to broadcast/stream any of their tournament matches.

### **4.7 Score Confirmation**

- Both Team Captains should report the result using the online form. In the case of any conflict, match history will be reviewed.



## 5. OTHER

### 5.1 Allowed & Forbidden Software

- Voice communication tools as Ventrilo, Mumble and Teamspeak are allowed. Any overlay options in communication tools are not allowed.

### 5.2. Rule Amendments

- All Admin decisions are final.
- It is at the discretion of the Tournament Director to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):
- If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.
- If a game breaking bug is discovered during the course of the tournament.
- If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.
- If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.
- If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion as required by a live venue.