



DASHING PUBGM Cup

Official Ruleset

PlayerUnknown's Battlegrounds Mobile
[Version 2.0 as of 20 September 2024]

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BACKGROUND AND PURPOSE

The Official Tournament Rules for the DASHING PUBGM Cup (hereinafter referred to as the "Competition Rules") apply to each team participating in the tournament, including but not limited to coaches, administrators, owners, starting players, substitute players, trainees (collectively referred to as "Team Members"), and any other employees or affiliates of the team. The DASHING PUBGM Cup ("Tournament") will be divided into two main stages: the Group Stages and the Grand Finals, as further detailed below.

These Competition Rules apply exclusively to the DASHING PUBGM Cup and do not extend to other contests, tournaments, or PLAYERUNKNOWN'S BATTLEGROUNDS MOBILE ("PUBG MOBILE" or the "Game") activities organized by other entities.

The primary objective of these Competition Rules is to ensure that the DASHING PUBGM Cup operates at a professional level, maintaining system integrity and ensuring fairness between all participating teams. The standardization of these rules will benefit all stakeholders, including players, teams, and administrators. In addition to these Competition Rules, teams must adhere to any directives or documents issued by PUBG MOBILE officials, which are incorporated into these Rules by reference.

These Competition Rules are not intended to limit the competitive nature or ambition of players. The internal agreements governing player-team relationships shall be independently determined by the respective teams and their players.

GENERAL TERMS

1.0 Acceptance of Competition Rules

1.1 Acceptance

Each Team Member must agree to these Competition Rules and the Registration Rules in order to participate in the DASHING PUBGM Cup. A Team Member may accept these Competition Rules by registering to participate in the DASHING PUBGM Cup in accordance with the Registration Rules or by participating in any Tournament event.

Upon check-in through the designated communication platform (e.g., Discord), Team Members may be required to sign an acknowledgment form before the Tournament begins. This form confirms that the Team Member has accepted and agreed to abide by these Competition Rules and the Registration Rules. Failure or refusal by a Team Member to sign the acknowledgment form may result in sanctions, including:

- (a) Disqualification of the Team Member or the Team Member's Team from the Tournament;
- (b) Forfeiture of any and all prizes earned by the Team Member or their Team; and/or
- (c) Forfeiture of the Team's slot in the DASHING PUBGM Cup.

1.2 Changes to Competition Rules

The esports industry and MOBILE gaming environment are rapidly evolving, requiring periodic updates to these Competition Rules to reflect industry developments, business model changes, or updates to PUBG MOBILE. Accordingly, Studio Produksi Jalanan reserves the right to update, amend, or supplement these Competition Rules as necessary. Updates will be communicated to the Team Captain, who is responsible for distributing such information to their respective Team Members. Participation in the DASHING PUBGM Cup after such updates will constitute acceptance of the revised rules.

1.3 Enforcement of the Competition Rules

- 1.3.1** Studio Produksi Jalanan, acting as the tournament organizer ("DASHING PUBGM Cup Officials"), retains the right to act in the best interests of the Tournament at all times, regardless of whether specific language is present in these Rules. The DASHING PUBGM Cup Officials may take

punitive actions as necessary against any entity whose conduct is detrimental to the Tournament.

1.4 Privacy Policy

By participating in any Tournament, each Team Member will be deemed to have read and accepted the Privacy Policy of the Game, which can be accessed via the relevant PUBG MOBILE privacy links provided.

Tencent: <https://pubgMOBILE.proximabeta.com/privacy.html>.

2.0 Players

2.1 Eligibility

2.1.1 Player Age. In order to be eligible to participate in a Tournament as a player, an individual must have reached the age of 16 according to his/her birth date before their first match and must comply with any applicable age ratings for PUBG MOBILE established by the App Store and Google Play Store where the player downloaded PUBG MOBILE.

2.1.2 Team Composition. A team must consist of 4 main players with 1 or 2 substitute player(s).

2.1.3 Multiple Teams. Players may not play with more than one Team at a time.

2.2 Conflict of Interest

Team Members may not be employees of DASHING PUBGM Cup, Krafton, Inc. (formerly Bluehole), employees of Wipro-Unza (M) Sdn. Bhd. or any of their respective affiliates at any point during the DASHING PUBGM Cup.

2.3 Player Names

2.3.1 A Gamertag may not include any word or phrase in any language that is offensive, toxic or hurtful; and any contents about vulgarity, pornography, terror, violence, gambling, etc. A Gamertag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Tencent Games, PUBG MOBILE or any third party without the prior written approval of the DASHING PUBGM Cup Officials. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the DASHING PUBGM Cup Officials sufficient to demonstrate to the satisfaction of the DASHING PUBGM Cup Officials that the player is property licensed. Examples of banned Gamertag:

- Whore69 (offensive Gamertag)
- KillYourSelfPIs (toxic and hurtful Gamertag)

- TencentAngel (intellectual property “Tencent”)

2.3.2 Notwithstanding any approval that may be provided by the DASHING PUBGM Cup Officials, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player’s name or Gamertag shall be with the player. DASHING PUBGM Cup Officials reserve the right to reject any Gamertag selected by a player and to require the player to select an alternate Gamertag that complies with these Competition Rules.

2.4 Tournament-Related Events

The Tournament Organizer, Studio Produksi Jalanan (SPJ) shall have the right to require players to cooperate in carrying out various media interviews, rehearsal/test match, sponsorship shoutout, social media content related to Tournament or PUBG MOBILE, video shooting and photo shooting session for the Tournament by SPJ or in connection with the marketing and promotion of the Tournament and/or PUBG MOBILE (“Media Events”), provided that these Media Events do not unduly interfere with a player’s game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by SPJ. SPJ shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

Wipro-Unza (M) Sdn. Bhd. and Studio Produksi Jalanan retain full ownership and intellectual property rights over all media content, including but not limited to photographs, videos, and audio recordings, captured or produced by them during the tournament. By participating and attending the tournament, players, audiences, hosts, crews and moderators and not limited to any entity/person that were direct/indirectly involved in the event. grant Wipro-Unza (M) Sdn. Bhd. and Studio Produksi Jalanan the right to use, reproduce, and distribute any footage, images, or recordings of their participation in the event for marketing and promotional purposes, without any compensation or further consent.

3.0 Team and Roster

3.1 Team Requirements

Tournament is an open qualifier for players aged 16 years old and above on tournament days with no limitation to amateur or professional team or player.

3.2 Roster Requirements

3.2.1 Starters and Substitutes. Each Team is required to maintain, at all times during the Tournament, four players in the Team’s starting lineup (“Starters”).

- 3.2.2 The starter lineup will be according to the submitted info as during registrations. Any changes prior to the official tournament matches do inform Tournament DASHING PUBGM Cup Officials. Decisions will be made by the DASHING PUBGM Cup Officials.
- 3.2.3 DASHING PUBGM Cup Officials shall have the right to disqualify any Team with an incomplete roster. A Team has the option of adding one additional player who shall act as a substitute (“**Substitute**”). Teams are strongly encouraged to register **six players**, which is the maximum number of players allowed.
- 3.2.4 Before the start of the Tournament tournament, substitutes are allowed to replace one previous player with the approval of DASHING PUBGM Cup Officials. However, for matches that are broadcasted, teams need to inform DASHING PUBGM Cup Officials regarding their substitution 1-2 hours before the match starts.
- 3.2.5 Teams are to confirm their starting lineup from the registration date set by the DASHING PUBGM Cup Officials.

3.3 **Minimum Roster Requirement**

All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must at all times comply with the minimum roster requirement during the Tournament. If at any point a Team’s roster falls below four players, the Team will be subject to disqualification or other sanction, unless given permission to drop below the minimum roster by DASHING PUBGM Cup Officials, at the Official’s sole discretion.

3.4 **Playing Roster**

- 3.4.1 During official Tournament Matches in Tournament, the lineup of the players that are currently playing in it (“**Main Roster**”) must maintain, at all times from the same institution.
- 3.4.2 **Team Captain.** Each Team must designate one player as its captain when completing the online registration process (“**Team Captain**”). The Team Captain will be responsible for all Team communications with DASHING PUBGM Cup Officials. The DASHING PUBGM Cup Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team’s roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team’s roster. A Team may not change its Team Captain during a Tournament without the prior written approval by DASHING PUBGM Cup Officials.

3.5 Waiver Due to Force Majeure

A. Waiver With Application

Any players quitting this competition due to special circumstances will need to sign the DASHING PUBGM Cup Officials-provided "Notes for Waiver of Tournament", and submit it to the DASHING PUBGM Cup Officials for Approval. Player can only quit with the DASHING PUBGM Cup's permission, and players need to be responsible for the following:

- Only 1 player quits in the team, the team can continue the competition with the remaining 3 players; The player who quits the competition will not obtain any award from the Tournament.
- If a team couldn't have at least 3 active players to play, the team will be disqualified. The team will retain the scores before the disqualification.

3.6 Submission of the Roster and Team Registration

3.6.1 Before the start of the Tournament, each Team must register its roster (including all Starters) using the online tools provided by DASHING PUBGM Cup Officials. No changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the DASHING PUBGM Cup Officials (including for changes due to sickness, visa issues, etc.).

3.6.2 Team Names and Logos. The Team's name will be selected at the time of registration and may not be changed at any time during the Tournament without the prior written approval of the DASHING PUBGM Cup Officials.

- All Team names must be different and unique. Neither a Team's name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of SPJ, PUBG MOBILE or any third party without the prior written approval of the DASHING PUBGM Cup Officials. In order to secure such approval, a Team will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the DASHING PUBGM Cup Officials sufficient to demonstrate to the satisfaction of the DASHING PUBGM Cup Officials that the Team is properly licensed to use such third party's intellectual property.
- Notwithstanding any approval that may be provided by the

DASHING PUBGM Cup Officials, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team name shall be with the Team. DASHING PUBGM Cup Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these Competition Rules.

4.0 Tournament Format

4.1 Points Distribution

Point Distribution	
Rank	Point
1st	10
2nd	6
3rd	5
4th	4
5th	3
6th	2
7th-8th	1
9th-16th	0
Kills	0

Table 1.0

Ties are broken in the following order:

1. Total number of WWCDs across all matches.
2. Total number of Placement Points across all matches.
3. Total number of Elimination Points across all matches.
4. The highest Placement Ranking in the most recent match.

4.2 Prize Pool

Prize Pool Breakdown

Rank	Prize
Champion	RM 6,000
1st Runner Up	RM 4,000
2nd Runner Up	RM 3,500
4th Place	RM 3,000
5th Place	RM 2,500
6th Place	RM 2,000
7th-8th Place	RM 1,500
9th-12th Place	RM 1,000
13th-16th Place	RM 500

Table 2.0

5.0 Ruleset

5.1 General Pre-Game Setup

5.1.1 Game Version

The version of PUBG MOBILE used for Tournament Games will be determined by SPJ.

5.1.2 Player Accounts

Players will use their own online accounts and Gamertags for the Tournament. All the accounts used by the players will need to have their Game ID be submitted via the Registration Website. Player accounts registered may not be changed until the end of the Tournament. Player accounts are bound to the player and may not be used by other players until the end of the Tournament. If a player loses access to their account, they may request to change their account by contacting SPJ. Their request to change is subject to approval by SPJ.

5.1.3 Communication

All the players of a team will need to enter the official Tournament Discord before the Tournament starts. All the players in the Discord are to comply with the instructions given by SPJ.

5.1.4 Game Lobbies

All Tournament Games will be played in game lobbies hosted by the

DASHING PUBGM Cup Officials. Prior to a Tournament start time, Teams will be notified of official tournament accounts that will be used to host official Tournament Game lobbies through the Tournament Discord.

5.1.5 Start of a Game

Once all players of each Team have entered the official Tournament Game lobby, the DASHING PUBGM Cup Officials will request confirmation from the Team Captains readiness to begin the game. Once each Team Captain confirms readiness, the DASHING PUBGM Cup Officials will instruct the host to start the game.

5.1.6 Timeliness of Game Start

It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by DASHING PUBGM Cup Officials. Disciplinary action for tardiness may be assessed at the discretion of SPJ.

5.2 In-Game Setup and Rules

5.2.1 General/Game Setup

5.2.1.1. Maps: Erangel, Miramar and Sanhok

5.2.1.2. Game Mode: TPP

5.2.1.3. Starting Team: 4 Players

5.2.1.4. Roster Size: 6 Players (4 Starts and 2 Substitute(s))

5.2.1.5. Number of Teams per Tournament Game: 16

5.2.1.6. Advanced Settings: Only applicable to any rooms that are manually created by SPJ. Advanced settings are set to default with exceptions lined out below.

	Sanhok	Erangel	Miramar
Weapon Settings	All Weapons x2	All Weapons x2	All Weapons x2
Magazie	x2	x2	x2
First Aid	Default	Default	Default
Vest	Default	Default	Default
Helm	Default	Default	Default
Playzone Shrink Speed	x1.1*	x1.1*	x1.1*

- 5.2.1.7. **Flare fun:** Off
- 5.2.1.8. **Red Zone:** Off
- 5.2.1.9. **Vehicle Skin:** Off/Use the skin provide by SPJ
- 5.2.1.10. **Aim Assists:** Off
- 5.2.1.11. **Sound Visualizer:** Off

**Sanhok, Erangel and Miramar map follows PC Parameters*

SPJ reserves the right to make changes on the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

5.2.1.12. Bluezone Settings

Erangel					
Stage	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					
Stage	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					

Sanhok					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	120	240	60	0.45
1	0	90	120	80	0.65
2	0	60	120	100	0.6
3	0	60	100	300	0.6
4	0	50	80	500	0.65
5	0	50	60	800	0.65
6	0	20	40	1000	0.65
7	0	10	40	1400	0.6
8	0	10	100	1800	0
Game Time : 31m 40s					

5.2.2 Tournament Devices

All players are to use their personal mobile devices only.

5.2.3 Tournament Internet

Internet connectivity is the sole responsibility of the players and the tournament organizers will not be liable for any technical issues. Players have the option to use:

SPJ will provide only 2 mode of internet connection:

- Wi-Fi Connection (subject to availability)
- Players' own mobile data

5.2.4 Stoppage of Play

5.2.4.1. Pauses. No pauses will be permitted during Tournament play for any reason.

5.2.4.2. Remaking or Replaying Tournament Games. DASHING PUBGM Cup Officials should be notified of any technical malfunction or other emergency immediately. Tournament Games shall be remade only pursuant to the request of SPJ. SPJ may remake a Tournament Game under the following circumstances:

- (a) Situation where SPJ thinks that there is an unfair gaming environment.
- (b) Situation where the SPJ decides that the game cannot be continued normally due to a technical difficulty. Exceptions include

a player's personal mistake, personal Internet connection problem, and carelessness.

(c) Situation where the lobby settings are not following the tournament settings, as per clause 5.2.1.

Circle will appear after 90 Seconds when the match starts. First circle closing (wait time) will be 150 Seconds for Miramar and Erangel and 120 Seconds for Sanhok. If the wait time for Circle 1 is longer than the tournament blue zone time it would mean the circle setting is incorrect hence SPJ will remake the game.

(d) Situation where 1 or more of the players cannot connect to the Tournament Game before the departure of the starting plane; and

Additionally, when there is a disconnection like the situations below, there may be a rematch decided by SPJ after at least three reconnect tries.

- Situation where there is a problem with the devices (phone or broadcasting devices) provided by SPJ (if any)
- Situation where it is impossible to connect due to a problem with game server or host network service.
- In case of a fire, power outage or an accidental disaster.

5.2.4.3. Limitation on Match Remake and Related Measures

If the player fails to join the lobby, SPJ will require the team to use a substitute player from the roster. If there is no substitute for the team, the team will wait for the referee team's decision on whether to allow that team to participate in the match with less than four players. SPJ needs to make the decision within 5 minutes. The player in question is encouraged to restart their game and if that does not fix the issue, they can restart their phone.

5.2.4.4. Solutions for Extreme Cases

Notwithstanding the foregoing, if there is an extreme situation, such as a critical bug affecting three or more players, SPJ 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 three 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 anyway.

In making a determination to proceed with the Tournament or order the remake of a Tournament Game, DASHING PUBGM Cup Officials will use their best judgment and 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 for cheating.

If 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 DASHING PUBGM Cup Officials decide not to remake the Tournament Game, 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 is able to rejoin the game in progress, he or she shall be permitted to do so.

5.2.5 Game Bugs Compensation Points

5.2.5.1. Compensation Points

In situations where a player/team cannot reconnect to the game or are unable to play the game due to a critical bug, hardware, network or location issue on SPJ's side during a round.

The affected player will need to provide proof of the critical bug affecting their gameplay to the SPJ and DASHING PUBGM Cup Officials. If the situation is judged by SPJ and DASHING PUBGM Cup Officials to be eligible for 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 tournament admin on one's team channel on the appropriate platform within 3 minutes after the character is killed and submit the recording file of the game screen within 30 minutes after the final match of the day. Tournament admin will check the file for confirmation and grant

Compensation Points. No Compensation Point will be given out without a screen recording file unless it can be confirmed by another way.

- In a scenario where there are less than eight (8) teams remaining in a match and most of the players that are alive disconnect and are unable to rejoin, or other force majeure situations which make the game unable to continue, the surviving teams prior to the disconnect will be granted compensation points based on the following formula:

$$\frac{\text{Sum of Available Survival Points}}{\text{Number of Survival Teams}} + (\text{Players Left in The Team} * \text{Elimination Point}) - \frac{\text{Elimination Point}}{\text{Number of Survival Teams}}$$

Elimination Point= The value of an elimination, which is currently one

(a) Non-Compensated Scenarios.

- If the problem is caused by the player's personal device or player's Internet.
- If the problem is solved and the player is able to participate and end the round normally.
 - Circumstances under which a player intentionally caused a problem. If found with evidence, the player will be immediately punished according to the sanctions stated in clause 6.4 below.
 - Microphone bug.
 - Blackouts that affect the player's network and device.
 - Vehicle bugs.

5.2.6 Unprofessional Conduct

In a situation where a player's survivability is not possible, and proceed to engage in subjective acts of self-inflicted damage or harm to teammates or self , such as self-bombing, self immolation, deliberately drowning, jumping from a high place to be eliminated, or moving towards the edge of the playing area to be eliminated by the blue.

First Offense: Verbal warning

Second or repeated offense: Official warning and/or penalties

5.2.7 Negative Competitive Behaviors

Behaviors that disregard the seriousness of the game's outcome and go against the principle of the game of striving victory.

Examples include :

1. In a match, when a team has no chance of winning the championship and deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game.
2. In a match, due to external factors such as dissatisfaction with referee decisions, or dissatisfaction with the coach or the club, a player deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game.
3. In League or Final matches, a team deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game to preserve their strength because they have already advanced.

If found,

First offense: First official warning given along with points deduction for that match.

Second or repeated offense : In cases of severe circumstances, monetary fines including suspension of participation in the tournament, nullification of results, or disqualification from the tournament.

5.3 Post-Game Process

5.3.1 Results

For DASHING PUBGM Cup, SPJ will confirm and record all Tournament Game results and point allocations.

5.3.2 Tech Notes

Following each Tournament Game, any technical issues occurring regarding the player's own devices or/and Internet connection will be solely on the player's responsibility to solve. SPJ will only be assisting for issues that came from SPJ/third party issues, such as but not limited to:

A. PUBG MOBILE server undergoes maintenance, which is not a player's personal issue. SPJ will make a decision in the best interest of the tournament.

B. Discord server is unavailable to players due to technical issues on their side. SPJ will provide an alternative solution for communication as it is not a player's personal issue.

5.3.3 Break Time

In cases where breaks between Tournament Games are necessary or deemed to be desirable by the SPJ, SPJ will inform Teams of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

5.4 Player Equipment

Players may participate in Tournament Games only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without express approval of DASHING PUBGM Cup Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not play on tablets, personal computers (PC), consoles, laptops, or any other non-handheld device. Players may not use an emulator to play on a PC or other device that is not a handheld device.

5.5 Substitutions and other Roster Changes

- A Substitute may replace a Starter only between games during Tournament play. All substitutions must be submitted to DASHING PUBGM Cup Officials one day before the actual substitution occurs.
- SPJ also reserves the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to DASHING PUBGM Cup Officials if such roster change has not been publicly announced.
- A Substitute may replace a Starter only between games during Tournament play. During Online Events, all substitutions must be submitted to DASHING PUBGM Cup Officials one day before the actual substitution occurs.
- SPJ also reserves the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to DASHING PUBGM Cup Officials if such roster change has not been publicly announced.
- Teams must submit the starter lineup of the day based on the registration form on the match day. In the event of any player substitution, such Teams shall inform SPJ within 3 minutes after the finish of the current game and be acknowledged by DASHING PUBGM Cup Officials.

6.0 Code of Conduct

6.1 General Conduct

- 6.1.1 **High Standards for Professionals.** All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, DASHING PUBGM Cup Officials, the media, sponsors and fans.
- 6.1.2 **Competitive Integrity.** All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.
- 6.1.3 **Sanctions.** A violation of these Competition Rules will result in sanctions at the discretion of the DASHING PUBGM Cup Officials, as discussed in

greater detail below. All decisions made by the DASHING PUBGM Cup Officials in regard to violations of these Competition Rules are final and binding.

6.2 Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

6.2.1 Collusion. Any form of collusion by any Team Members is prohibited.

Examples of collusion are:

- A.** Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
- B.** Pre-arranging to Seasons prize money and/or any other form of compensation.
- C.** Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.

6.2.2 Cheating. Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as talcum powder and cell phone screen protectors, etc., shall be deemed cheating. Cheating offenses will result in sanctions as mentioned in clause 4.4.2. Exploiting offenses will result in sanctions as mentioned in clause 4.4.2.

6.2.3 Exploiting. Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at DASHING PUBGM Cup Official's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE. Exploiting offenses will result in sanctions as mentioned in clause 4.4.2.

6.2.4 Ringing. Playing under another player's account or Gamertag, or soliciting or inducing someone else to play under another player's account or GamerTag, is prohibited.

6.2.5 Vulgar or Hateful Speech. A Team Member may not, during an Online Event, media interview or in any communication relating to the Tournament or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit,

disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

- 6.2.6 Violence.** Team Members are expected to settle their differences in a respectful manner and without resorting to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at On-Ground Events or against any competitor, fan or DASHING PUBGM Cup Official.
- 6.2.7 Drugs and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the DASHING PUBGM Cup Officials. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed.
- 6.2.8 Gambling.** Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, the Tournament. Team Members are not allowed to (i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) associate with high volume gamblers, or deliver information to others that might influence their bets.
- 6.2.9 Studio Interference.** At On-Ground Events, no Team Members may interfere with lights, cameras or other equipment.
- 6.2.10 Unauthorized Communications.** At On-Ground Events, all communication devices other than devices authorized by SPJ and DASHING PUBGM Cup Officials for use at that On-Ground Event must be removed from the playing area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.
- 6.2.11 Identity.** At all public-facing Tournaments, a Player must not cover his or her face, hats and dark glasses are not allowed during On-Ground Events.

6.3 Unprofessional Behavior

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

- 6.3.1 Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.
- 6.3.2 Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 6.3.3 Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 6.3.4 Negative Statements.** Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the DASHING PUBGM Cup Officials, SPJ or its affiliates, sponsors, or PUBG MOBILE.
- 6.3.5 Confidentiality.** Without consent of the DASHING PUBGM Cup Officials, a Team Member may not disclose any confidential or proprietary information provided or made available by SPJ or the DASHING PUBGM Cup Officials to the Team Member in relation to the Tournament. Team Members shall be obligated to keep the confidential or proprietary information provided by the DASHING PUBGM Cup Officials. The “confidential or proprietary information” of SPJ and the DASHING PUBGM Cup Officials includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by SPJ or the DASHING PUBGM Cup Officials to a Team Member concerning or related to PUBG MOBILE, the Tournament or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of SPJ or the DASHING PUBGM Cup Officials. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, the configuration of the stage used at Online Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event.

- 6.3.6 Illegal Activity.** Team Members are required to comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.
- 6.3.7 Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the DASHING PUBGM Cup Officials, is unethical, immoral or disgraceful.
- 6.3.8 Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, DASHING PUBGM Cup Officials, or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.
- 6.3.9 Gifts.** No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.
- 6.3.10 Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the DASHING PUBGM Cup Officials.
- 6.3.11 Match-Fixing.** No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum penalty in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these Competition Rules, that Team Member must immediately report this request to the DASHING PUBGM Cup Officials.
- 6.3.12 Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the DASHING PUBGM Cup Officials. If the documentation is not completed to the standards set by the DASHING PUBGM Cup Officials then a Team may be subject to sanctions.
- 6.3.13 Term of Use.** Any conduct that (i) violates the Terms of Use for PUBG MOBILE; (ii) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; or (iii) interferes with use of PUBG MOBILE by others is prohibited and a violation of these Competition Rules.
- 6.3.14 Drop Outs and Refusals to Participate.** If a Team Member or Team registers for, or agrees to participate in, the Tournament, he, she, or it may not, without the prior written consent of the DASHING PUBGM Cup Officials, drop out or refuse to participate in any Tournament Game or other event that is held during the applicable Tournament. An unexcused absence from a Tournament Game after the registration process is complete may result in sanctions, as provided in Section 6.4 below.

6.4 Disciplinary Action and Sanctions

6.4.1 Investigations by the DASHING PUBGM Cup Officials. The DASHING PUBGM Cup Officials will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches. By agreeing to these Competition Rules, each Team Member agrees to cooperate with the DASHING PUBGM Cup Officials in any internal or external investigation that the DASHING PUBGM Cup Officials conducts relating to a suspected violation of these Competition Rules, the Registration Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the DASHING PUBGM Cup Officials and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

6.4.2 Sanctions. If the DASHING PUBGM Cup Officials determines that a Team Member or a Team has committed a violations of these Competition Rules or the Registration Rules, the DASHING PUBGM Cup Officials may, in its reasonable discretion, issue any or all of the following disciplinary actions:

- (a) Verbal or written public warning(s);
- (b) Prize forfeiture(s);
- (c) Game forfeiture(s),
- (d) Tournament forfeiture(s);
- (e) Forfeiture(s) of a slot;
- (f) Suspension(s); and
- (f) Disqualification(s) and ban(s), including from any future Tournaments or other events related to PUBG MOBILE or other video games or esports properties owned or controlled by SPJ

6.4.3 Repeated Infractions. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the Tournament.

6.4.4 Final Determinations. Unless expressly stated otherwise, offenses and infringements of these Competition Rules and the Registration Rule are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. The DASHING PUBGM Cup Officials's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

7.0 Use of Names and Likenesses

7.1 Grant of Rights by Team Members

Each Team Member hereby grants Tencent, SPJ and the DASHING PUBGM Cup Officials and their respective affiliates permission to live-stream, broadcast or

record his or her play of PUBG MOBILE at any Tournament or part thereof. Each Team Member hereby further grants to SPJ and the DASHING PUBGM Cup Officials a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display his or her full name, GamerTag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with:

- (a) The broadcast or streaming of any coverage of all or any part of a Tournament;
- (b) The marketing and promotion of the Tournament or any Tournament or part thereof; and
- (c) The marketing and promotion of PUBG MOBILE.

7.2 Ownership of PUBG MOBILE Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any and all parts of a Tournament are owned by SPJ, its licensors. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

7.3 Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to SPJ or the DASHING PUBGM Cup Officials with respect to the operation of, or improvements for, the Tournament, a Tournament or PUBG MOBILE. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Proxima Beta Pte.Limited ("Proxima"),or the DASHING PUBGM Cup Officials. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by SPJ, SPJ shall be free to use, disclose, reproduce, edit, license,sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, entirely without obligation or restriction of any kind on account of intellectual property rights or otherwise.

8.0 Limitations of Liability

8.1 No Punitive Damages

To the maximum extent permitted by applicable law, neither SPJ, the DASHING PUBGM Cup Officials nor any of their respective affiliates or licensors (collectively, the “SPJ Parties”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these Competition Rules, the Registration Rules, the Tournament, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE, even if a SPJ Party is at fault and even if a SPJ Party has been advised of the possibility of such damages.

8.2 Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the SPJ Parties arising out of or in connection with these Competition Rules, the Registration Rules, the Tournament, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed US\$ 500. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. SPJ neither assumes, nor authorizes the DASHING PUBGM Cup Officials or any other person or entity to assume on SPJ’s behalf, any liabilities in, in addition to those liabilities expressly set forth in this Section 8.2.

9.0 Dispute Resolution

9.1 Governing Law

These Competition Rules will be governed by the laws of Malaysia without reference to its laws relating to conflicts of law.

9.2 Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, DASHING PUBGM Cup scheduling and staging, and disciplinary action for misconduct lie solely with the DASHING PUBGM Cup Officials or, at the option of the DASHING PUBGM Cup Officials. The decisions of the DASHING PUBGM Cup Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

9.3 Arbitration

Any dispute, controversy, or claim arising in any way out of or in connection with these Competition Rules will be referred to and finally resolved by binding arbitration administered by the Hong Kong International Arbitration Centre under

the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force when the notice of arbitration is submitted (“Arbitration Rules”) in Hong Kong. The arbitration tribunal will consist of one arbitrator to be appointed in accordance with the Arbitration Rules. The seat of arbitration will be Hong Kong and the arbitration will be conducted in English. The arbitration tribunal will have no authority to award damages excluded by these Competition Rules in Section 6. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

9.4 Remedies

Notwithstanding the foregoing, SPJ or the DASHING PUBGM Cup Officials shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by SPJ or the DASHING PUBGM Cup Officials of any of the provisions of these Competition Rules or the Registration Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain SPJ or the DASHING PUBGM Cup Officials from operating any Tournament event, conducting any Tournament or distributing any streams or other audiovisual content. Neither Tencent nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection.

10.0 Communication with SPJ and DASHING PUBGM Cup Officials

10.1 Prompt Communication

There may be circumstances where prompt communication between the Team Member and the DASHING PUBGM Cup Officials or SPJ is required, including, for example, in circumstances where the location of a particular game or event must be moved at the last minute and circumstances involving the health or safety of players, fans or others. Accordingly, each Team Member agrees to respond to any request from SPJ, or a DASHING PUBGM Cup Official which solicits information or a response from such Team Member (whether such request is sent via phone call, text message, voice mail, email, Discord, WeChat or any other medium of communication for which a Team Member has provided contact information to DASHING PUBGM Cup Officials or SPJ (“Official Requests”) in accordance with the terms set forth in this Section 10 of the General Terms.

10.2 Official Requests via Tournament Discord

Team Members shall respond to any Official Requests sent from any official registered email address of SPJ or DASHING PUBGM Cup Officials within one business day of receiving such Official Request.

10.3 Urgent Official Requests

Notwithstanding Section 10.2 above, if a Team Member receives three Official Requests regarding a particular matter via at least three different mediums of communication within a four hour period, such Team Member must respond to at least one such Official Request within twelve hours of receiving the last (i.e. the third) of such Official Requests.

10.4 Deemed Receipt of Official Request

Any Official Request sent via email, text message, voice mail, Whatsapp, Discord, Facebook or WeChat will be deemed to have been “received” by a Team Member one hour after the time it is sent (as recorded on the device from which it was sent). Any Official Request that a DASHING PUBGM Cup Official provides (or attempts to provide) via phone call will be deemed to have been “received” by a Team Member thirty minutes after the time such phone call is made (as recorded on the device from which it was made) whether or not such phone call is answered by the applicable Team Member at such time.

10.5 Failure to Respond to an Official Request

A Team Member’s failure to respond to an Official Request in accordance with this Section 8 will be deemed a violation of these rules and a waiver or forfeiture of any rights or benefits the Team Member may have related to the matter or issue described in such Official Request. DASHING PUBGM Cup Officials may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of those disciplinary actions outlined in Section 6.4. All decisions in regard to violations of this Section 8 are at the sole discretion of the DASHING PUBGM Cup Officials.

11.0 Interpretation and Construction

11.1 DASHING PUBGM Cup Official’s Right of Interpretation

Any matters relating to the Tournament or PUBG MOBILE that are not covered by these Competition Rules or the Registration Rules shall be subject to an interpretation made by the DASHING PUBGM Cup Officials and provided to the Teams from time to time in the form of an update to, or interpretation of, these Competition Rules or the Registration Rules.

11.2 Patch Update Clause

DASHING PUBGM Cup Officials and SPJ reserves the right to update the rules.

11.3 Additional Terms

Players may be required to accept additional terms from the DASHING PUBGM Cup Officials in order to participate in Tournaments. SPJ will collect, store and use a player's personal information in accordance with the Privacy Policy for PUBG MOBILE in effect for the player's Region. Play of PUBG MOBILE is subject to compliance with the Terms of Use/End User License Agreement in effect for the player's Region. SPJ reserves the right to change or update these Competition Rules or the Registration Rules at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

11.4 Business Judgment

Whenever these Competition Rules or the Registration Rules grant, confer or reserve to SPJ or the DASHING PUBGM Cup Officials the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of SPJ and the DASHING PUBGM Cup Officials will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of SPJ and the DASHING PUBGM Cup Officials and the short and long term interests of the Tournament, PUBG MOBILE and the businesses and activities of the affiliates and group companies of SPJ and the DASHING PUBGM Cup Officials. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that SPJ, or any DASHING PUBGM Cup has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Competition Rules or the Registration Rules.

11.5 Language

These Competition Rules have been written in the English language.

11.6 Conflicts

In the event of a conflict in interpretation between these Competition Rules (Handbook, Player Kit and Online Ruleset) and the Registration Rules, these Competition Rules shall take precedence. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of SPJ (as determined by SPJ) shall take precedence.

