ACS

PUBG MOBILE
AMPRO Clash Series
Season 1

Official Online Ruleset

(Version 1.0.2, 02nd May, 2022)

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1. General Pre-game Setup

1.1. Game Version

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

1.2. Player Accounts

Players will use their own online accounts and Gamer Tags for Online Events. All the accounts used by the players will need to have their Game ID be submitted to us by **11th May 2022.**

Player accounts registered may not be changed until the end of the ACS S1. Player accounts are bound to the player and may not be used by other players until the end of the ACS S1. If a player loses access to their account, they may request to change their account by contacting the Tournament Organizer. Their request to change is subject to approval by the Tournament Organizer.

1.3. Communication

All the players of a team will need to enter the official ACS Discord by **11th May 2022.**

All the players in the Discord are to comply with the instructions given by the Organizer.

1.4. Game Anti-Cheat Application

All players are to download, install and set up the Game Anti-Cheat application as per instructions outlined in section 6.5 of the ACS Player Kit ("**Game Anti-Cheat Guide**").

All the players that are playing in the tournament matches will need to start up the application and follow the manual of usage outlined in the clause mentioned previously.

Any players that fail to set up, or use the Game Anti-Cheat application during the Tournament will be considered in acting unprofessionally as per clause 6.3.10 in the PUBG MOBILE ACS Official Player kit ("**Non-Compliance**") and will be subject to punishment.

1.5. Game Lobbies

All Tournament Games for ACS will be played in game lobbies hosted by the Tournament Organizer. 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 Discord.

1.6. Start of a Game

Once all players of each Team have entered the official Tournament Game lobby, an AMPRO Official assigned to each team will request confirmation from the Team Captains readiness to begin the game. Once each Team Captain confirms readiness, the AMPRO Officials will instruct the host to start the game.

1.7. 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 AMPRO Officials. Disciplinary action for tardiness may be assessed at the discretion of the Tournament Organizer.

The game may start at the time specified by the Organizer without waiting for the tardy players that are not in the lobby. Players are not allowed to enter the lobby after three minutes the organizer announced the start.

2. In-Game Setup and Rules

2.1. General/Game Setup

2.1.1. Maps: Erangel, Miramar, and Sanhok

2.1.2. Game Mode: TPP

2.1.3. Team Size: 4 players

2.1.4. Roster Size: 6 players (4 Starters and up to 2 Substitute)
- Team needs to submit their playing roster one day in advance to Tournament Organizer.

2.1.5. Number of Teams per Tournament Game: 16

2.1.6. <u>Advanced Settings:</u> Only applicable to any rooms that are manually created by Tournament Organizer. 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
Magazine	x2	x2	x2
First Aid	Default	Default	Default
Vest	Default	Default	Default
Helm	Default	Default	Default
Playzone Shrink Speed	x1.0	x1.0*	x1.0*

2.1.7. <u>Flare Gun:</u> Off

2.1.8. <u>Red Zone:</u> Off

* Erangel and Miramar map follows PC Parameters

* Sanhok Match Parameter set safezone 1 display time to 60s

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

2.2. Tournament Devices

Tablets or iPads are banned from usage. Trigger clickers, and smartphone settings that mimics the trigger functions (example: ROG

Phone II Airtrigger, Nubia Red Magic 3 Air Trigger, and other phones with similar functions) are not allowed to be used.

Handheld devices must use the settings specified by the Tournament Organizer prior to the Tournament. During a Tournament Game, players shall not make any adjustment to the framerate without permission from Tournament Organizer.

2.3. Tournament Internet

Players can choose 4G, 5G, WIFI, wired network and other network connection methods to compete. In the Online Event, players need to take responsibility for their internet. The Tournament Organizer will have test matches, players can report any internet issues during the test matches.

Internet speed must be sufficient to both support the tournament gameplay and also the player stream or video cam.

2.4. Stoppage of Play

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

2.4.2. Remaking or Replaying Tournament Games. AMPRO Officials should be notified of any technical malfunction or other emergency immediately. Tournament Games shall be remade only pursuant to the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances:

* Situation where the Tournament Organizer thinks that there is an unfair gaming environment.

* Situation where the Tournament Organizer 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.

* Situation where the lobby settings is not following the tournament settings, as per clause 2.1.

* 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 the organizers after at least three reconnect tries.

a) Situation where there is a problem with the devices (phone or broadcasting devices) provided by the organizer

b) Situation where it is impossible to connect due to a problem with game server or host network service.

c) In case of a fire, power outage or an accidental disaster.

2.4.3. Solutions for Extreme Cases.

Notwithstanding the foregoing, if there is an extreme situation, such as a critical bug affecting three or more players, the Tournament Organizer will make a judgement 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 Gameand even if the affected players are not at fault in any way.

In making a determination to proceed with the Tournament ororder the remake of a Tournament Game, AMPRO Officials will use their best judgement and may consider, among other factors, the game progress time and whether the player making the report 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 AMPRO 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 shall be permitted to do so.

2.4.4. Rules of No Restart and Score Scheme

A. Rules of No Restart

Games may still be remade after the 3-minute mark, based on exceptional circumstances and as decided by AMPRO Officials.

However, games will not be remade starting from:

    a. For Sanhok: 7th circle onwards

    b. For Miramar: 7th circle onwards

    c. For Erangel: 7th circle onwards

B. Force Majeure Situations

In the case of the event cannot be continued due to force majeure occur, and the following conditions below are fulfilled, the Tournament Organizer will calculate thepoints according to the scheme stipulated in advance, and will not organize the resumption of the competition:

    a. Erangel, Miramar and Sanhok: the competition enters the 7th stage;

Examples of force majeure situations:

    i. Flood, fire, war, terrorist acts, power outages or other disasters that affect the host, causing the room to be ended prematurely while the game is still unfinished.

    ii. Pandemic situations, or pandemic related Government orders that may affect the AMPRO Officials, the Organizer and/or the players that will majorly impact the tournament operations that will result in postponement of the event.

    iii. Players involved with accidental injuries that may result in critical injuries, permanent disability or

death. This must be accompanied by a certified professional medical diagnosis or report.

C. Score Scheme for Force Majeure Situations

I. Remaining Teams:

① Remaining teams obtain the survival points equally;

② Kill points of the game;

③ 1 point per 1 surviving player in a team.

Points for that set = ① + ② + ③, with the final points rounded to an integer when it meets a decimal).

II. Eliminated Teams:

Points for that set = rank points from elimination + kill points

2.5. Game Bugs Compensation Points

(A) Possible 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 the Tournament Organizer's side during a round. Compensation points are only applicable for Online Events.

The affected player will need to provide proof of the critical bug affecting their gameplay to the Tournament Organizer and AMPRO Officials. If the situation is judged by the Tournament Organizer and AMPRO Officials to be eligible for compensation points, 2 points maximum will be awarded to a player that is affected by the bug as mentioned below.

Compensation points are only awarded for a player that has reported the parachute bug affecting them, causing them to

be pulled back up to the sky 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 AMPRO Crew 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. No compensation points will be granted without the in game recording, unless it can be confirmed in another alternative way. These points will only be awarded if the team or players affected agreed to not remake the game because of this bug before the 3 minutes in game timer is up.

(B)   **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 (In the player Handbook)

- Microphone bug.

- Blackouts that affect the player's network and device.

- Vehicle bugs.

2.6.   Streaming

   All players of the Team that are playing in the ACS Season 1 are required to stream their face camera privately or unlisted through any streaming platform that offers a private streaming option. The stream will need to have the audio in it. These stream links are to be submitted to the Tournament Organizer prior to the start of the official Tournament Games. These streams have to be saved and may not be deleted without prior approval from the Tournament Organizer.

2.6.1.   Streaming Requirements

All players are required to have:

   a.   Secondary Camera (Phone or Webcam, or other recording device)

   b.   Microphone

   c.   Computer/Laptop (optional)

Players should also ensure that their Internet connection is sufficient to handle both the stream and tournament gameplay.

2.6.2.   Streaming Guidelines

   a.   Players are to wear AMPRO provided T-shirt in the stream.

   b.   Players are not allowed to interact face to face with other people excluding their teammates while the match is ongoing until all the players of the team are eliminated, except for sudden physical emergencies.

   c.   Eliminated players are not allowed to open the official tournament stream while their team is still in the game.

   d.   Players have to ensure that their stream has no issues and submit the stream link to AMPRO Crew before the start of the tournament day.

   e.   Players are to show their phone screen to the camera when they enter the lobby and are in their respective slot.

   f.   Players are not allowed to leave the stream until the team is eliminated in that game. If they need to leave the camera, they will need to request approval from the AMPRO Crew.

2.6.3. Stream Setup

Players can choose to stream either at their own personal Facebook privately, whitelisting the AMPRO Crew, or stream at Youtube in unlisted mode, or any other streaming platform that allows private streaming.

The camera should be fixed at an angle where the player's face and tournament device can clearly be seen. In the case of multiple players are in the view of a single camera, ensure all the players can be seen in the stream.

Players may be expected to arrange their seating according to the Organizer's specifications, and are expected to keep the arrangements until the end of the Tournament.

Examples of stream setup:

3. Post-Game Process

3.1. Results

For ACS Season 1, Tournament Organizer will confirm and record all Tournament Game results and point allocations.

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. Tournament Organizer will only be assisting for issues that came from Organizer/third party issues, such as but not limited to:

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

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

3.3.   Break Time

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

4.   Player Equipment & Apparel

4.1.   Player Equipment

Players may participate in Online Events 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 AMPRO 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.

4.2.   Apparel and Accessories

As further described in Section 4 of the General Terms, Team Members shall, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). In addition, Team Members are not allowed, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), to wear watches, gloves, and other accessories without prior written approval from the Tournament Organizer.

4.3. In Game Apparel

After a player leaves the in-game lobby, his or her character must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effects are not permitted inside the game.

Players will be informed by the Organizer on the In Game Apparel requirements that must be adhered by all players.

5. Substitutions and other Roster Changes

A Substitute may replace a Starter only between games during Tournament play. During Online Events, all substitutions must be submitted to AMPRO Officials one day before the actual substitution occurs.

The Organizer 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 AMPRO Officials if such roster change has not been publicly announced.

Teams may contact the AMPRO Officials in case of emergencies that will affect the team participation in ACS Season 1. The AMPRO Official reserves the right to allow any team to make changes to their lineup based on their request. Any emergency substitutions must be followed by a letter from a professional in charge of relevant fields to prove the said player's emergency situation. We will allow teams to make emergency substitutions during the tournament without first seeing the document proving the state of emergency. By the end of the day, if the AMPRO officials and the Tournament Organizer did not receive any document to prove the said player's state of emergency, the points earned by the substitute player will be voided and the team points may be punished further based on the severity of the issue.

PLAYER ACKNOWLEDGEMENT OF PUBG MOBILE ACS SEASON 1 Online Ruleset

Team Name	

Acknowledgement Notice
This letter is to acknowledge that the team above has already read, understood, and acknowledged the schedule, competition system, rules and rewards, penalties and additional documents in the ACS Season 1 Documents, which includes, but are not limited to:
ACS Series Season 1 Online Ruleset
This team will participate in ACS Season 1 while adhering to the guidelines and rules provided in these documents.
If various contents in the documents provided are revised by the sponsor, our team and myself will strictly adhere to and agree with them, accepting management, rewards and penalties and other treatment measures in the Handbook.

	Name and Signature	Date of Signature
Team Manager		
Team Captain		
Coach (Optional)		