



PLAYERUNKNOWN'S BATTLEGROUNDS

1. General

1.1. Eligibility

- 1.1.1. All participating players must be 16 years old or older.
- 1.1.2. All participating players have to live in Switzerland.

1.2. Behavioural Guidelines

- 1.2.1. Behave respectfully towards tournament administrators, casters and other competitors and do not engage in unsportsmanlike conduct.
- 1.2.2. Be punctual. This applies to the check-in and also to every match. Match times will be published on Xpulz and the PUBG Spring Cups Discord Server (<https://discord.gg/FeujXGp>).
- 1.2.3. In case there are any problems with the tournament (rule infractions, match record errors, etc.), message a tournament admin privately on Discord.

1.3. Streaming

- 1.3.1. Every participant is allowed to stream any match his point of view.
- 1.3.2. Every stream must have 5 minutes delay.
- 1.3.3. Observer slots are reserved for the official stream.



2. Tournament structure

2.1. General Structure

- 2.1.1. There will be three cups in the categories: Solo, Duo and Squad
- 2.1.2. Each cups scoreboard is independent
- 2.1.3. Each cup consists of four rounds: Three qualifier rounds & the final round.
 - 2.1.3.1. During all four rounds the player / teams accumulate points according to their placement and their accumulated kills.
- 2.1.4. After round three the highest ranked player / teams qualify for the final round.
 - 2.1.4.1. Solo: Top 70 players qualify.
 - Duo: Top 35 teams qualify.
 - Squad: Top 20 teams qualify.
- 2.1.5. **After the final round, the team with the most points, combined from all four rounds, wins the cup.**

2.2. Points

- 2.2.1. Points for each round will be awarded as following:

Rank	Points
#1	200
#2	150
#3	120
#4	100
#5	90
#6	80
#7	70
#8	60
#9	60
#10	60
#11	60
#12	50
#13	50
#14	50
#15	50
#16 - #100	0

- 2.2.2. Kills will only count if you reach at least rank #25.
- 2.2.3. Every kill will be rewarded with 8 Points.



2.3. Map Order

2.3.1. Each cup has the following map order:

1 st Qualifier Round:	Miramar
2 nd Qualifier Round:	Erangel
3 rd Qualifier Round:	Miramar
Final Round:	Erangel

2.4. Lobby

2.4.1. There is no participant limit for the cup.

2.4.2. A single lobby may hold up to 100 players.

2.4.3. A new lobby will only be opened if there are at least 60 players per lobby.

2.4.4. Seeding will be generated automatically.

2.5. Alternate Structure

2.5.1. The following rules are only in effect if 100 or less players sign up for the cup.

2.5.2. The cup consists of four rounds.

2.5.2.1. During each round the player / teams accumulate points according to their placement and their accumulated kills.

2.5.3. The player with the highest score after four rounds wins the cup.



3. Game settings

3.1. Map Specific Settings

3.1.1. Miramar

- 2.0x AR
- 1.5x Attachments
- 1.5x Ammo
- 1.5x Scopes
- 1.5x Meds
- No Red Zones
- No Cosmetics
- Only Sunny

3.1.2. Erangel

- 1.5x AR
- 1.0x Attachments
- 1.0x Ammo
- 1.0x Scopes
- 1.0x Meds
- No Red Zones
- No Cosmetics
- Only Sunny

3.2. Map Circle Settings

Circle Centralization Factor	-1x	0x	1x
Circle Speed	1x	1x	2x

	Wait(s)	Move(s)	DPS	Shrink		Wait(s)	Move(s)	DPS	Shrink
PHASE1	300	300	0.4	0.35	PHASE5	70	110	5	0.6
PHASE2	130	130	0.6	0.57	PHASE6	70	110	7	0.55
PHASE3	90	140	1	0.57	PHASE7	70	80	9	0.5
PHASE4	80	140	3	0.6	PHASE8	60	60	15	0.5

Total Round Time(Max 70m) : 37m 50s



4. Procedure

4.1. Check-In & Discord

- 4.1.1. Every participant (**all members of a team!**) must check in on Xpulz 30 minutes before the first game.
- 4.1.2. Players that do not check in on time are disqualified from the tournament.
- 4.1.3. All players must be present on the PUBG Spring Cups Discord Server to receive information from the tournament admins: <https://discord.gg/FeujXGp>

4.2. Late Check-In

- 4.2.1. If there are open spots in the cup after the normal check-in there will be a late check-in period.
- 4.2.2. All information regarding late check-in will be communicated on the PUBG Spring Cups Discord Server: <https://discord.gg/FeujXGp>.

4.3. Joining the Match

- 4.3.1. The server password will be available on Xpulz when the game goes live.
- 4.3.2. Please keep the password to yourself and do not leak it. In case you leak the password, please immediately notify a tournament admin.

5. Disclaimer

- 5.1. Please note that Playerunknown's Battlegrounds just released to 1.0 and because of this the unexpected is still possible. Tournament admins will take decisions based on these situations to keep the tournament as enjoyable as possible.
- 5.2. We strongly recommend not to alt-tab out whilst waiting in the lobby as it can result in crashes.
- 5.3. The tournament admins will only restart the game if 40% of the players are not able to connect.
- 5.4. The tournament admins reserve the right to change the terms and conditions and it is up to the players to check this website for any changes
- 5.5. Cheating, hacking, unsportsmanlike conduct and harming the competition, the event or any participant in any way of form will be reprimanded by the admins or organizers.
 - 5.5.1. The severity of the penalty is up to the admins or organizers discretion.