



# 2025 PUBG MOBILE TITANS' CLASH Player Handbook

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# 1. Introduction

## 1.1 Background and Purpose

**2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)** Powered by **eSportainment** | Presented by **EZBZ Solutions & Prime Vision Studio** | Supported by **Gosu Academy**

Get ready for the **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)**, an opportunity exclusively for players across **Pakistan**. This is your chance to showcase your skills and compete for glory in one of the finest **PUBG MOBILE** competitions in the country. Whether you're an emerging team or a squad ready to make a name, **TITANS' CLASH** is your platform to shine. The tournament will feature multiple stages with fair progression, ensuring only the most deserving teams rise to the top.

### Tournament Partners:

1. Powered by **eSportainment**

Setting the standard for esports, this journey fosters talent and drives competitive spirit, empowering the future of gaming.

2. Presented by **EZBZ Solutions & Prime Vision Studio**

- **EZBZ Solutions** Offering customized solutions for data ingestion, storage, processing, and visualization. Our architectural solutions ensure optimal performance and efficiency.
- **Prime Vision Studio** is a creative broadcast and production partner bringing high-quality visual content to life.

3. Supported by **Gosu Academy**

**Gosu Academy** A leading Gaming & Esports Education Corporation having educated more than 18,000 students across GCC countries, North America and Europe. Offering eSports Coaching, careers, game development, gamification and AI services.

## 1.2 Tournament Overview

The **2025 PUBG MOBILE TITANS' CLASH** follows a multi-stage structure to ensure fair competition and nationwide participation. The journey begins with **two separate qualifier phases**:

### 1.2.1 Tournament Structure:

#### 1. Qualifier 1:

- **Registrations:** Jul 4 - Jul 11, 2025
- **Eligibility:** Open for all across Pakistan but the teams that have been to **INVITATIONAL SHOWDOWN** will not be accepted to register in **Qualifiers 1 & 2**.
- **Format:**
  - **Round 1:** Teams will be divided into 51 groups  
Top 4 teams will move to OQ R2
  - **Round 2:** 208 Teams will be divided into 13 groups  
Top 1 teams will qualify for OQ R3 + 2nd placement 3 teams with highest points will move for R3
  - **Round 3(Q1 Finals):** 13+3 teams = **16** teams will play **R3**
  - **Advancement:** Top 8 Teams will qualify for the **Play-Offs**



## 2. Qualifier 2:

- **Registrations:** Jul 22 - Jul 28, 2025
- **Eligibility:** Open for all across Pakistan but the qualified teams from **Qualifier 1** and the teams that have been to **INVITATIONAL SHOWDOWN** will not be accepted to register in **Qualifiers 2**.
- **Format:**
  - **Round 1:** Teams will be divided into 32 groups  
Top 4 teams will move to OQ R2
  - **Round 2:** 128 Teams will be divided into 8 groups  
Top 2 teams will qualify for OQ R3
  - **Round 3(Q2 Finals):** 16 teams will play **R3**
  - **Advancement:** Top 8 Teams will qualify for the **Play-Offs**

## 3. Invitational Showdown:

- **Dates:** August 8, 2025
- **Participants:** 16 best teams from **Pakistan** based on the performance of previous official tournaments will play **Invitational Showdown**
- **Format:** This invitational Showdown will be played for 1 day within 5 matches
- **Advancement:** Top 8 Teams will be move on to the **Play-Offs**

## 4. Play-Offs:

- **Dates:** Aug 10 - Aug 12, 2025
- **Participants:** 24 teams (8+8 qualified from Open Qualifiers) + (8 qualified from Invitational Showmatch).
- **Format:**
  - Teams are divided into 3 groups (A/B/C) of 8 teams each. Each group/team plays 10 matches over 3 days, with a rotating match schedule ensuring diverse competition.
  - 15 matches will be played in total in **Play-Offs**
  - **Advancement:** Top 16 teams based on cumulative performance advance to the Grand Finals.

## 5. Grand Finals:

- **Dates:** Aug 14, 2025
- **Participants:** 16 teams.
- **Matches:** 6 Matches will be played in Total in the Grand Finals.
- **Format:** Teams compete in a series of matches to determine the **2025 PUBG MOBILE TITANS' CLASH** Champion depending on their total rankings.
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### 1.2.2 Prize Pool:

- **Total:** Rs.1,000,000 PKR
- **Distribution:** Allocated among all 16 Grand Finalist teams, with additional special awards for individual excellence.



## 1.3 Definitions and Terminology

- **Tournament Organizer:** The official entity overseeing and coordinating the tournament.
- **Tournament Vendor:** The appointed entity responsible for managing and enforcing the tournament rules.
- **Participant:** Any player or team registered to compete in the **2025 PUBG MOBILE TITANS' CLASH**
- **Playoffs:** The stage following the Open Qualifiers, where qualified teams compete for spots in the Grand Finals.
- **Grand Finals:** The concluding stage where the best Pakistani teams compete for the championship title.
- **Match Lobby:** A custom in-game room where tournament matches are conducted.

## 2. General Terms

### 2.1 Eligibility and Acceptance

All participants in the **2025 PUBG MOBILE TITANS' CLASH** must meet the eligibility criteria outlined in this rulebook. By registering for and participating in the tournament, each participant acknowledges and agrees to abide by all rules and regulations set forth by the tournament organizers. Failure to comply with any of the rules may result in disqualification or other disciplinary actions.

#### 2.1.1 Age Requirement

- Participants must be at least 16 years of age by the start of the tournament.
- Tournament organizers may request proof of age at any time to verify eligibility.

#### 2.1.2 Residency Requirement

- **Eligible Country:** Pakistan
- Team members must be legal residents of an eligible country (Pakistan).
- A minimum of three (3) players in the team must be from an eligible country.
- A maximum of two (2) foreign players is allowed in any team.

#### 2.1.3 Team Composition

- Teams must consist of a minimum of four (4) players and may include one (1) substitute.
- All players, including substitutes, must be registered prior to the start of the tournament.
- No roster changes or substitutions are permitted after the registration period has closed.

#### 2.1.4 Player Verification

- All players must provide valid identification and any other documentation requested by tournament officials to verify eligibility.
- Failure to provide requested verification documents may result in disqualification.

### 2.2 Compliance with Rules

All participants and teams are required to comply with the rules and regulations set forth in this rulebook, as well as any additional instructions or directives issued by tournament officials. Compliance with these rules ensures the integrity and fairness of the competition.



### 2.2.1 Rule Acknowledgment

- By participating in the tournament, all players and teams acknowledge that they have read, understood, and agree to abide by the rules.
- Ignorance of the rules will not be accepted as a defense for any violation.

### 2.2.2 Rule Updates

- The tournament organizers reserve the right to modify or update the rules at any time.
- Any changes to the rules will be communicated to participants promptly through official channels.

### 2.2.3 Disciplinary Action

Any violation of the rules may result in penalties, including but not limited to:

- Warnings
- Point deductions
- Match forfeiture
- Disqualification from the tournament
- Suspension or bans from future tournaments

## 2.3 Tournament Changes

The organizers of the **2025 PUBG MOBILE TITANS' CLASH** reserve the right to modify the tournament structure, schedule, format, or any other aspect of the competition as necessary to ensure a fair and competitive environment. Changes may be made to accommodate unforeseen circumstances, ensure participant safety, or improve the overall quality of the event.

### 2.3.1 Schedule Adjustments

- The organizers may adjust match schedules, including dates and times, to address logistical concerns or conflicts.
- In case of technical issues or force majeure, rescheduling may be required.

### 2.3.2 Format Changes

- The tournament format may be altered to maintain competitive balance or address issues that arise during the competition.
- Any changes will be implemented to ensure fairness for all participants.

### 2.3.3 Communication of Changes

All changes to the tournament structure or schedule will be communicated to participants as soon as possible through official channels such as:

- Tournament website
- Tournament App
- Email notifications
- Designated communication platforms (e.g., Discord, WhatsApp)

## 2.4 Privacy and Data Protection

The organizers of the **2025 PUBG MOBILE TITANS' CLASH** are committed to protecting the privacy and personal data of all participants. By registering for the tournament, participants consent to the



collection, use, and disclosure of their personal information in accordance with applicable privacy laws and the terms outlined in this rulebook.

#### 2.4.1 Data Collection

Personal information, including but not limited to names, contact details, and identification documents, will be collected for the purpose of verifying eligibility and managing tournament operations.

#### 2.4.2 Data Use

- The collected data will be used solely for tournament administration and will not be shared with third parties without the participant's consent, except as required by law.
- Gameplay footage, match results, and player statistics may be used for promotional or broadcast purposes.

#### 2.4.3 Data Security

- The organizers will implement reasonable security measures to protect the personal data of participants from unauthorized access, disclosure, or misuse.
- Only authorized tournament staff will have access to personal data.

#### 2.4.4 Participant Rights

- Participants have the right to access, correct, or delete their personal data held by the tournament organizers.
- Requests for data access or modification should be directed to the tournament's official contact channels.

## 3. Tournament Structure

### 3.1 Tournament Phases

The **2025 PUBG MOBILE TITANS' CLASH** follows a multi-stage structure to ensure fair competition and nationwide participation. The tournament phases are as follows. The journey begins with **two separate qualifier phases**:

- **Qualifier 1:**
  - **Registrations:** Jul 4 - Jul 11, 2025
  - **Eligibility:** Open for all across Pakistan but the teams that have been to **INVITATIONAL SHOWDOWN** will not be accepted to register in **Qualifiers 1 & 2**.
  - **Format:**
    - **Round 1:** Teams will be divided into 51 groups  
Top 4 teams will move to OQ R2
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    - **Round 3(Q1 Finals):** 13+3 teams = **16** teams will play **R3**
    - **Advancement:** Top **8** Teams will qualify for the **Play-Offs**
- **Qualifier 2:**





- **Registrations:** Jul 22 - Jul 28, 2025
- **Eligibility:** Open for all across Pakistan but the qualified teams from **Qualifier 1** and the teams that have been to **INVITATIONAL SHOWDOWN** will not be accepted to register in **Qualifiers 2**.
- **Format:**
  - **Round 1:** Teams will be divided into 32 groups  
Top 4 teams will move to OQ R2
  - **Round 2:** 128 Teams will be divided into 8 groups  
Top 2 teams will qualify for OQ R3
  - **Round 3(Q2 Finals):** 16 teams will play **R3**
  - **Advancement:** Top 8 Teams will qualify for the **Play-Offs**

After the conclusion of Open Qualifiers, we will go through an invitational showdown where the best 16 teams will be invited.

- **Invitational Showdown:**
  - **Dates:** August 8, 2025
  - **Participants:** 16 best teams from **Pakistan** based on the performance of previous official tournaments will play **Invitational Showdown**
  - **Format:** This invitational Showdown will be played for 1 day within 5 matches
  - **Advancement:** Top 8 Teams will be move on to the **Play-Offs**
- **Play-Offs:**
  - **Dates:** Aug 10 - Aug 12, 2025
  - **Participants:** 24 teams (8+8 qualified from Open Qualifiers) + (8 qualified from Invitational Showmatch).
  - **Format:**
    - Teams are divided into 3 groups (A/B/C) of 8 teams each. Each group/team plays 10 matches over 3 days, with a rotating match schedule ensuring diverse competition.
    - 15 matches will be played in total in **Play-Offs**
    - **Advancement:** Top 16 teams based on cumulative performance advance to the Grand Finals.
- **Grand Finals:**
  - **Dates:** Aug 14, 2025
  - **Participants:** 16 teams.
  - **Matches:** 6 Matches will be played in Total in the Grand Finals.
  - **Format:** Teams compete in a series of matches to determine the **2025 PUBG MOBILE TITANS' CLASH** Champion depending on their total rankings.

### 3.2 Schedule and Key Dates

The **2025 PUBG MOBILE TITANS' CLASH** tournament will follow this schedule:

Phase	Dates
Qualifier 1 (Registration)	July 04 - July 11
Qualifier 1 (Qualifier Round)	Jul 12 - Jul 19
Qualifier 1 Finals	Jul 21
Qualifier 2 (Registration)	Jul 22 - Jul 28
Qualifier 2 (Qualifier Round)	Jul 29 - Aug 5
Qualifier 2 Finals	Aug 7
Invitational Showdown	Aug 8
Play offs	Aug 10 - Aug 12
Grand Finals	Aug 14

**All matches will follow the official tournament schedule unless communicated otherwise by the tournament organizers.** Teams must be prepared and available for all scheduled matches.

### 3.3 Prize Pool Distribution

The total prize pool for **2025 PUBG MOBILE TITANS' CLASH** is **Rs. 1,000,000 PKR**, distributed among the top-performing teams as follows:

Placement	Prize (PKR)	Prize (USD)
1st	300,000	\$1,059
2nd	150,000	\$529
3rd	100,000	\$353
4th	75,000	\$265
5th	50,000	\$176
6th	50,000	\$176
7th	40,000	\$141
8th	30,000	\$106
9th	25,000	\$88
10th	25,000	\$88
11th	15,000	\$53
12th	15,000	\$53
13th	15,000	\$53
14th	12,500	\$44
15th	12,500	\$44
16th	10,000	\$35

#### Special Awards :

Awards	Prize (PKR)
MOST VALUABLE PLAYER (MVP)	50,000
MOST Grenade Kills (Grenadier)	25,000

## 4. Team and Player Eligibility

### 4.1 Eligibility Criteria

To ensure a **fair and competitive environment**, all teams and players must meet the following **eligibility criteria** to participate in the **2025 PUBG MOBILE TITANS' CLASH**.

#### 4.1.1 Eligible Country List

The **team captain** must be a **citizen** of one of the following eligible countries:

- **Pakistan**

#### 4.1.2 Residency Requirement

To maintain the **regional identity** of teams that compete in global competitions and to encourage **stronger national representation**, each **team** must adhere to the following rules:

- **More than 50%** of the players on a **team's roster** must be **citizens** of the team's home country.
- **More than 50%** of the players in any **tournament match** must be **citizens** of the team's home country.

#### 4.1.3 Age Requirement

- **Participants** must be at least **16 years** of age by the start date of the tournament (**July 01, 2025**).
- **Players** under the age of **18** must provide **parental or guardian consent** to participate.
- **Consent forms** must be **submitted during registration**.
- Tournament officials may request **proof of age (government-issued ID, Passport or Student card)** at any time.

#### 4.1.4 Account Requirements

- All players must have a **valid PUBG MOBILE account** in **good standing**.
- **Players with a history of bans or suspensions** related to **cheating, hacking, or misconduct** will be **disqualified**.

#### 4.1.5 Professional Status & Seeding Eligibility

- The tournament is open to all teams, including **Professional, Amateur**, and fresh teams from all around **Pakistan**.

## 4.2 Team Registration Process

Teams must follow the **official registration process** to be eligible to compete in the **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)**. The registration process includes the following steps:

### 4.2.1 Team Registration Guidelines

Teams must complete their registration through the official Sportainment App. You can download the App from the Play Store or App Store:

1. **Android:** [Android Download link](#)
2. **IOS:** [IOS Download Link](#)

### 4.2.2 Required Information for Registration

Each team must provide the following details at the time of registration:

- **Team Name** (Must comply with PUBG MOBILE naming policies).
- **Team Logo** (Must be in PNG,JPG or PDF format).
- **Captain's Contact Information** (Email, Discord, or Phone).
- **Player Information:**
  - PUBG MOBILE Username
  - PUBG MOBILE ID
  - Country of Residency
  - Date of Birth
- **Proof of Residency** (if required).
- **Parental Consent Form** (for players under 18).
- **Substitute Player (Optional):** Teams may register **ONE(1) substitute** during the registration phase.

### 4.2.3 Registration Confirmation

- Once a team has completed the registration process, the **team captain** will receive a **Confirmation Email from, Sportainment Support Team** or directly assigned role in the **Discord Server**.
- Incomplete or incorrect registrations will be **rejected**.

### 4.2.4 Late Registrations

- No late registrations will be accepted **under any circumstances**.

## 4.3 Player Age Requirements

To ensure compliance with **PUBG MOBILE's official policies**, the following **age restrictions** apply:

- **Minimum Age Requirement:**
  - All players must be at least **16 years old** by the start of the tournament (**July 01, 2025**).
- **Age Verification:**
  - Tournament officials **may request proof of age** (such as a government-issued ID or student card) at any time.
- **Failure to Verify Age:**
  - Any player **unable to verify their age upon request** will be **immediately disqualified**.

## 4.4 Team Composition Rules

Each team must comply with the **following roster requirements**:

### 4.4.1 Official Team Size

- Each team must consist of **a minimum of five (4) players & a maximum of six (5) players (four active players & one substitute)**.
- Teams must designate **one player as the team captain**, who will be responsible for all communication with tournament officials.

### 4.4.2 Team Possible Combinations

1. **Team of 4 - Possible Combination:**
  - **4 players** from eligible countries.
2. **Team of 5 - Possible Combinations:**
  - **5 players** from eligible countries.
  - **4 players** from eligible countries + **1 foreign player**.
  - **3 players** from eligible countries + **2 foreign players**.

### 4.4.3 Team Captain & Responsibilities

- Each team must designate **one player** as the **Team Captain**.
- The **Team Captain is responsible for**:
  - Communicating with tournament officials.
  - Ensuring all team members follow tournament schedules and rules.
  - Submitting results or disputes if necessary.

### 4.4.4 Roster Lock & Substitutions

- **No roster changes** are allowed after the **registration period ends**.
- If a player becomes **unavailable mid-tournament**, the team **must continue with the remaining roster**.
- If a team **drops below four (4) active players**, they will be **disqualified** from the tournament.

## 4.5 Player Name and Team Name Regulations

To maintain professionalism, brand integrity, and competitive fairness, all player nicknames and team names must comply with the following guidelines.



#### 4.5.1 Player Nickname Format

- Starting from the **main tournament stage**, each player's nickname **must include their Team Name (or an abbreviation)** followed by their **player name**.
- The **format** must be:  
**"TeamNamePlayerName"**
  - Example:** If a player's name is **"FALAK"** and he is from the team **"4T"**, then the **Player Tag** must be **"4T FALAK"** or **"4TxFALAK"**.
- The **Player Tag** must be finalized during registration and cannot be changed without prior **written approval** from **tournament officials**.

#### 4.5.2 Prohibited Player Names & Team Names

- Team names/player nicknames cannot include any **sponsor name**.
- Team names/player nicknames cannot include a **product name** or **description**.
- Team names/player nicknames cannot include words that are **purely commercial**.
- Team names/player nicknames cannot contain **profanity** or **any offensive, discriminatory, or inappropriate words** in any language.
- Team names/player nicknames cannot include **special characters** or **symbols** (including underscores, slashes, special punctuation, etc.).

#### 4.5.3 Liability & Name Rights

- Players assume full responsibility** for the legal right to use a **corporate name, intellectual property, or brand-related reference** in their player name or team name.
- The **Tournament Organizers** reserve the right to **reject, modify, or request a change** to any Player Tag or Team Name that **violates these rules**.
- Players **must immediately select a compliant Player Tag** if requested by tournament officials.

## 5. Match Rules and Regulations

### 5.1 Match Settings

The following **match settings** will apply to all phases of **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)**.

#### 5.1.1 Mode

- All matches will be played in **Third Person Perspective (TPP) mode**.

#### 5.1.2 Game Settings

Setting	Status
Sound Visualization	Disabled
Aim Assist	Disabled
Red Zone	Disabled
Flare Guns	Disabled
Vague Information	Enabled
ALL Weapons	x2

Scopes & Magazines	x2
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- These **settings are mandatory** and will be **enforced by tournament officials**.
- **Players found using altered settings or illegal configurations may face penalties**, including match forfeiture or disqualification.

## 5.2 Map Selection and Rotation

To ensure **variety and adaptability**, the following maps will be used during **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)**

### 5.2.1 Map Pool

- Erangel
- Miramar
- Sanhok

### 5.2.2 Map Rotation

- The map rotation will be announced prior to each phase of the tournament. Teams should be prepared to compete on any of the above maps in each match. The rotation will ensure that all teams face a balanced mix of environments and challenges.
- **Tournament officials reserve the right** to adjust the map rotation if necessary.

## 5.3 Victory Conditions

Victory in each match will be determined by a combination of survival and performance. The following conditions apply:

- **Match Winner:**
  - The last team standing will be declared the winner of the match and will earn the maximum points according to the point system outlined in Section 5.4.
- **Scoring:**
  - Points will be awarded based on both match placement and kills, as detailed in the point system below.

## 5.4 Point System

Points will be awarded to teams based on their placement in each match and the number of kills they secure. The point system is as follows:

- **Placement and Kill Points:**

RANK	POINT
1ST	10
2nd	6
3rd	5
4th	4
5th	3
6th	2
7th	1
8th	1
9th	0
10th	0
11th	0
12th	0
13th	0
14th	0
15th	0
16th	0
1 ELIMINATION = 1 POINT	

This point system is designed to reward both strategic play (through placement points) and aggressive gameplay (through kill points), encouraging a balanced approach to each match.

## 5.5 Tiebreaker Rules

In the event that two or more teams have the same number of total points at the end of any phase of the tournament, the following tiebreakers will be used, in order of priority:

1. **Total Accumulated Placement Points:**
  - If the teams are still tied, the team with the higher total accumulated placement points across all Tournament Games in the applicable stage will be ranked higher.
2. **Total Number of First-Place Finishes:**
  - The team with the most first-place finishes (chicken dinners) across all Tournament Games in the applicable stage will be ranked higher.



3. **Total Accumulated Kills:**
  - If the tie persists, the team with the higher total accumulated kills across all Tournament Games in the applicable stage will be ranked higher.
4. **Placement in the Most Recent Match:**
  - As a final tiebreaker, the team with the higher placement in the most recent match of the applicable stage will be ranked higher.

## 5.6 Supported devices

Players may participate in the tournament using smartphones. Athletes are not allowed to play on personal computers (PCs), consoles, laptops, tablets, or any other that is not a smartphone. Athletes are not permitted to use an emulator to play on a PC or any other that is not a smartphone. Athletes competing in online competitions must use smartphones running on Android or iOS platforms.

## 6. Code of Conduct

### 6.1 General Conduct

- **Respect:** All participants must treat each other with respect at all times. This includes fellow competitors, tournament officials, sponsors, and fans. Disrespectful behaviour, including but not limited to harassment, discrimination, and verbal abuse, will not be tolerated.
- **Integrity:** Participants are expected to play fairly and honestly. Any form of cheating, hacking, exploiting game bugs, or engaging in unethical behaviour will result in immediate disqualification and potential further sanctions.
- **Professionalism:** Players must maintain a professional demeanour both in and out of the game. This includes interactions during matches, on social media, and in any public appearances related to the tournament.
- **Compliance:** All participants must comply with the tournament rules, regulations, and decisions made by the tournament officials. Failure to comply may result in penalties, including warnings, point deductions, or disqualification.

### 6.2 Cheating and Exploitation

- **Cheating:** The use of any unauthorised third-party programs, scripts, or hacks that provide an unfair advantage is strictly prohibited. Any player found to be cheating will be immediately disqualified, and their team may also face disqualification.
- **Exploitation:** Exploiting game bugs, glitches, or unintended mechanics to gain an advantage is prohibited. Players must report any discovered exploits to tournament officials immediately.
- **Collusion:** Collusion, defined as any agreement between two or more players or teams to cheat, deceive, or manipulate the outcome of a match, is strictly forbidden and will result in severe penalties, including disqualification.
- **Match Fixing:** Any attempt to influence the outcome of a match through unethical means, such as bribery or threats, is considered match-fixing and is strictly prohibited. Participants found guilty of match-fixing will face immediate disqualification and potential legal action.

## 6.3 Sportsmanship

- **Fair Play:** All players are expected to uphold the principles of fair play. This includes playing within the rules, not exploiting game mechanics, and respecting the spirit of competition.
- **Good Sportsmanship:** Players must demonstrate good sportsmanship, whether in victory or defeat. Taunting, trash-talking, or any form of unsportsmanlike behaviour is prohibited.
- **Communication:** All communication during the tournament, whether verbal or written, must be conducted in a professional and respectful manner. Offensive or inappropriate language will not be tolerated.
- **Respect for Opponents:** Participants should respect their opponents at all times. This includes not engaging in any form of harassment, belittlement, or intimidation during or after matches.

## 6.4 Media Obligations

- **Interviews:** Participants may be required to participate in interviews or other media-related activities during the tournament. Participants must be respectful and professional during all media interactions.
- **Promotional Activities:** Teams and players may be asked to participate in promotional activities for the tournament or its sponsors. These activities will be conducted in a manner that does not interfere with match preparation or performance.
- **Social Media Conduct:** Participants are expected to behave responsibly on social media platforms. Any public statements or posts that are deemed harmful to the integrity of the tournament, other participants, or the game itself may result in disciplinary action.

## 6.5 Penalties for Rule Violations

- **Warnings:** For minor infractions, a warning may be issued. Repeated warnings can lead to more severe penalties.
- **Point Deductions:** In cases where rule violations affect the outcome of a match or the integrity of the competition, point deductions may be applied to the offending team.
- **Match Forfeiture:** Serious rule violations, such as cheating or exploitation, may result in the forfeiture of one or more matches.
- **Disqualification:** In cases of severe or repeated rule violations, a team or player may be disqualified from the tournament entirely. This penalty is reserved for the most serious offences, such as cheating, match-fixing, or severe unsportsmanlike conduct.
- **Banning from Future Events:** Depending on the severity of the violation, players or teams may also be banned from participating in future tournaments organised by the same entities.
- **Appeals Process:** Participants have the right to appeal any disciplinary action by submitting a written appeal to the tournament organisers. Appeals will be reviewed on a case-by-case basis, and the decisions made by the organisers are final.

## 6.6 Reporting Misconduct

- **Reporting:** Participants are encouraged to report any misconduct, cheating, or rule violations they observe during the tournament. Reports can be made confidentially to tournament officials.

- **Protection:** Participants who report misconduct in good faith will be protected from retaliation. Any retaliation against a participant for reporting misconduct will result in severe penalties.
- **Investigation:** Tournament officials will investigate all reports of misconduct thoroughly and impartially. Appropriate actions will be taken based on the findings of the investigation.

## 7. Disciplinary Actions

### 7.1 Investigation Process

The **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)** upholds strict standards for maintaining integrity and fairness throughout the tournament. When a potential violation of the rules is reported or identified, the following investigation process will be initiated:

- **Initial Review:**
  - Tournament officials will conduct an initial review of the reported incident or rule violation. This may include gathering evidence, reviewing match footage, and interviewing involved parties.
- **Evidence Collection:**
  - All relevant data, including in-game footage, communication logs, and eyewitness accounts, will be collected and analysed. Participants may be required to provide additional information or clarification during this stage.
- **Confidentiality:**
  - All investigations will be conducted with the utmost confidentiality to protect the identities and reputations of the individuals involved. Details of the investigation will not be disclosed publicly until a final decision is made.
- **Decision Making:**
  - After a thorough review of the evidence, tournament officials will make a determination regarding the violation. This decision will be based on the severity of the offence, the intent behind it, and the impact on the tournament.

### 7.2 Sanctions and Appeals

Based on the findings of the investigation, the following sanctions may be applied:

- **Types of Sanctions:**
  - **Warnings:** Issued for minor infractions. Multiple warnings can lead to more severe penalties.
  - **Point Deductions:** Applied when a violation directly affects the outcome or fairness of a match.
  - **Match Forfeiture:** For severe violations, the offending team may be required to forfeit one or more matches.
  - **Disqualification:** In cases of serious misconduct, such as cheating, match-fixing, or repeated violations, the team or player may be disqualified from the tournament.
  - **Bans:** Players or teams may be banned from future events organised by the same entities for severe or repeated offences.

- **Appeals Process:**
  - **Submission of Appeals:** Participants have the right to appeal any disciplinary action within 24 hours of receiving the decision. Appeals must be submitted in writing to the tournament organisers, clearly outlining the grounds for appeal.
  - **Review of Appeals:** Appeals will be reviewed by a panel of tournament officials who were not involved in the original investigation. The panel will reassess the evidence and consider any new information provided by the appealing party.
  - **Final Decision:** The panel's decision on the appeal will be final and binding. No further appeals will be entertained.

## 7.3 Repeated Offences

Repeated offences are treated with increasing severity to deter ongoing misconduct and ensure the integrity of the tournament.

- **Escalation of Penalties:**
  - For each subsequent violation by the same player or team, the severity of the penalties will escalate. For example, a second warning may result in point deductions, while a third violation could lead to disqualification.
- **Cumulative Offences:**
  - Offences are cumulative across the tournament. A player or team that accumulates multiple warnings or minor infractions may face more significant penalties, even if each individual offence is relatively minor.
- **Permanent Bans:**
  - Players or teams that commit multiple severe violations, such as repeated instances of cheating or unsportsmanlike behaviour, may face permanent bans from all future tournaments organised by the same entities.
- **Record Keeping:**
  - All disciplinary actions, including warnings, penalties, and bans, will be recorded and maintained by the tournament organisers. This record will be used to monitor patterns of behaviour and inform decisions in future tournaments.

## 8. Match Process

The **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)** follows a structured match process to ensure smooth and fair gameplay across all stages of the tournament. This section outlines the procedures that must be adhered to before, during, and after each match.

### 8.1 Match Procedures

- **Match Schedule:**
  - All matches will be scheduled by the tournament organisers and communicated to the teams in advance. Teams are expected to adhere to the schedule and be prepared to play at the designated times.
- **Lobby Setup:**

- Tournament officials will create and manage the game lobbies for all matches. Teams will receive the lobby details (e.g., lobby ID and password) prior to the match start time. It is the responsibility of each team to join the correct lobby on time.
- **Match Start:**
  - Matches will start promptly at the scheduled time. Teams must ensure that all players are ready and in the lobby at least 10 minutes before the start time. Any delays caused by a team may result in penalties or forfeiture.
- **Gameplay Rules:**
  - All gameplay must adhere to the rules and settings outlined in Section 5. Match Rules and Regulations. Any deviation from these settings is prohibited unless explicitly authorised by the tournament officials.

## 8.2 Pre-Match Setup

- **Player Readiness:**
  - Teams must ensure that all players are ready and equipped with the necessary hardware, software, and network connectivity before the match. This includes having fully charged devices, stable internet connections, and the latest version of the game installed.
- **Technical Checks:**
  - It is the responsibility of each team to perform technical checks before the match begins. This includes testing voice communication, ensuring that all players can connect to the lobby, and verifying that in-game settings match the tournament's requirements.
- **Match Confirmation:**
  - Once all players are in the lobby and ready, the team captain must confirm their team's readiness to the tournament officials. Matches will only begin once all teams have confirmed readiness.
- **Substitutions:**
  - Teams are allowed to make player substitutions before the match starts. Substitutions must be communicated to tournament officials and completed before the match begins. No substitutions are allowed once the match has started.

## 8.3 Post-Match Reporting

- **Match Results:**
  - After each match, the results will be automatically recorded by the tournament system. Team captains are responsible for verifying the accuracy of the match results and reporting any discrepancies to tournament officials immediately.
- **Statistical Reporting:**
  - Teams may be required to provide additional statistics or data, such as kill counts or damage dealt, after the match. This information should be submitted to the designated tournament platform or officials as requested.

- **Match Review:**
  - Tournament officials may review match footage or logs to ensure compliance with the rules and to investigate any reported issues. Teams are expected to cooperate fully with any post-match reviews.
- **Feedback Submission:**
  - Teams are encouraged to provide feedback on their match experience, including any technical issues or concerns about gameplay fairness. Feedback can be submitted through official channels designated by the tournament organisers.

## 8.4 Technical Issues and Pauses

- **Technical Issues:**
  - If a player experiences technical issues (e.g., disconnection, device failure) during a match, they must attempt to reconnect as quickly as possible. The match will continue unless the issue affects **multiple players** or teams, in which case a pause or rematch may be considered.
- **Requesting a Pause:**
  - In the event of a severe technical issue affecting multiple players, a team captain may request a pause by notifying tournament officials through the designated communication channel. The request must include the nature of the issue and the players affected.
- **Pause Duration:**
  - If a pause is granted, it will last no longer than **5 minutes**. During this time, affected players must attempt to resolve the issue and rejoin the match. Tournament officials will determine when to resume the match.
- **Rematch Criteria:**
  - A rematch will only be considered in extreme cases where a technical issue affects the integrity of the match (e.g., server failure, mass disconnection). The decision to hold a rematch is at the sole discretion of the tournament officials.
- **No Rematch for Individual Issues:**
  - Rematches will not be granted for individual player issues (e.g., single-player disconnection, device crash) unless the issue is deemed to have had a significant impact on the outcome of the match by tournament officials.

## 9. Use of Names and Likenesses

The tournament organiserS of **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)** reserves certain rights related to the use of participant names, likenesses, and other identifying information for promotional, marketing, and broadcasting purposes. This section outlines the rights and permissions granted by participants as well as the ownership of tournament broadcasts.

### 9.1 Rights and Permissions

- **Grant of Rights:**
  - By participating in the tournament, each player and team grants the tournament organisers, its partners, and sponsors the right to use their names, in-game aliases, team

names, photographs, video footage, voice, and likeness in any media, whether now known or hereafter devised, in perpetuity, for any purpose related to the promotion, marketing, or broadcasting of the tournament and future related events.

- **Use in Promotional Materials:**
  - Participants acknowledge and agree that their names, likenesses, and other identifying information may be used in a variety of promotional materials, including but not limited to social media posts, video trailers, advertisements, event programs, and merchandise. No additional compensation will be provided for such uses.
- **Consent to Interviews and Appearances:**
  - Players and teams may be required to participate in interviews, press conferences, and other public appearances as part of their participation in the tournament. By participating, they consent to being recorded, photographed, and broadcasted during these activities.
- **No Unauthorised Commercial Use:**
  - Participants are not permitted to use the tournament's name, logo, or any related intellectual property for commercial purposes without the express written consent of the tournament organisers. This includes creating merchandise, promotional materials, or sponsorships that feature the tournament's branding.

## 9.2 Ownership of Broadcasts

- **Broadcast Rights:**
  - The tournament organisers retain exclusive ownership of all broadcast rights related to the tournament. This includes, but is not limited to, live streaming, video recordings, replays, highlights, and other forms of media content produced during the tournament.
- **Distribution and Monetization:**
  - The tournament organisers have the exclusive right to distribute, licence, and monetize all broadcasts and media content associated with the tournament. This may include partnerships with streaming platforms, television networks, or other media outlets.
- **Player and Team Broadcasts:**
  - Players and teams are not permitted to broadcast or stream their matches independently without prior approval from the tournament organisers. Any unauthorised broadcasts will be subject to removal, and the offending parties may face disciplinary action.
- **Archival and Future Use:**
  - The tournament organisers reserve the right to archive and use any broadcast footage, video recordings, or media content from the tournament for future promotional or commercial purposes. This includes, but is not limited to, creating highlight reels, documentaries, or promotional materials for future events.
- **Intellectual Property Rights:**
  - All intellectual property rights associated with the tournament broadcasts, including but not limited to the production, editing, and distribution of video content, are owned exclusively by the tournament organisers. Participants do not retain any rights to the broadcasts or media content produced during the tournament.

## 10. Communication

Effective communication is essential for the smooth operation of the **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)**. This section outlines the official communication channels, procedures for making requests, policies related to payments, and dispute resolution processes.

### 10.1 Official Communication Channels

- **Designated Platforms:**
  - All official communications will be conducted through designated communication platforms, which may include email, Discord, or other specified tools. Teams and players are required to join and regularly monitor these platforms to stay informed about tournament updates, schedules, and important announcements.
- **Primary Contacts:**
  - Each team must designate a primary contact, typically the team captain, who will be responsible for all communications with tournament officials. The primary contact must be available to respond to any official communications promptly.
- **Announcements:**
  - Important announcements, including schedule changes, rule updates, or other critical information, will be communicated through the official channels. It is the responsibility of teams and players to regularly check these channels to ensure they are up-to-date with the latest information.
- **Support and Inquiries:**
  - Teams and players can reach out to tournament officials through the official communication channels for support or to ask questions. All inquiries will be addressed as promptly as possible.

### 10.2 Procedures for Official Requests

- **Submitting Requests:**
  - Teams and players must submit all official requests, such as roster changes, match reschedules, or appeals, through the designated communication channels. Requests must be made in writing and should include all relevant details to facilitate a timely response.
- **Request Deadlines:**
  - Requests must be submitted within the timeframes specified by the tournament rules or by tournament officials. Late requests may not be considered, and failure to adhere to deadlines may result in the request being denied.
- **Confirmation of Receipt:**
  - Upon submission of a request, the team or player will receive a confirmation of receipt from the tournament officials. This confirmation indicates that the request has been received but does not imply approval.
- **Response Time:**
  - Tournament officials will review and respond to official requests as quickly as possible. The response time may vary depending on the complexity of the request and the current stage of the tournament.



## 10.3 Failure to Respond

- **Responsibility to Respond:**
  - Teams and players are responsible for responding promptly to all official communications from tournament officials. Failure to respond within the specified timeframes may result in penalties or forfeiture of matches.
- **Consequences of Non-Response:**
  - If a team or player fails to respond to critical communications, such as match scheduling or rule clarifications, within the designated time, tournament officials may take action, including assigning a default outcome, imposing penalties, or disqualifying the team.
- **Escalation Process:**
  - In cases where a team or player consistently fails to respond to communications, the issue may be escalated to higher levels of tournament administration, and further disciplinary action may be taken.

## 10.4 Payment Policy

- **Prize Distribution:**
  - Prize money will be distributed according to the tournament's official prize pool distribution plan outlined in Section 3.3. Payments will be made to the designated account of the team's primary contact or a team representative as agreed upon with tournament officials.
- **Payment Timeline:**
  - All payments will be processed within 60 days after the conclusion of the tournament, provided that all necessary documentation has been submitted by the team. However, if a team does not provide a valid prize request (containing all the requested details specified by the Tournament Administration, sent from the verified point of contact email) before the initial deadline, the prize will only be scheduled to be sent within 30 days from the moment of the valid prize request but may take up to 90 days, depending on the timing of the request.
- **Required Documentation:**
  - Teams and individual players must provide all required documentation, including identification, payment details, and tax information, to receive prize money. This information must be submitted within six (6) months of the Tournament Organizer's request for prize payment-related information, or the lowest period allowed by law, whichever is longer. Failure to submit accurate and complete documentation within this period may result in forfeiture of the prize.
- **Forfeiture of Prize Money:**
  - If a team or individual player fails to provide all appropriate information within six (6) months of the Tournament Organizer's request, it may be deemed that the team or individual player forfeits the prize money.
- **Tax Obligations:**
  - Teams and players are responsible for reporting and paying any applicable taxes on their prize winnings. The tournament organisers may be required to withhold a portion of the prize money for tax purposes, depending on the jurisdiction.

- **Disputes Over Payment:**
  - Any disputes regarding payment amounts or the distribution of prize money must be raised with tournament officials within 30 days of receiving payment. After this period, no further disputes will be considered.

## 10.5 Dispute Resolution

- **Resolution of Disputes:**
  - Any disputes arising during the tournament, including but not limited to rule interpretations, match outcomes, or player conduct, should be reported to tournament officials as soon as possible. Tournament officials will review the dispute and make a determination based on the rules and evidence presented.
- **Arbitration Process:**
  - If a dispute cannot be resolved through standard procedures, the matter may be escalated to arbitration. An independent arbitrator, appointed by the tournament organisers, will review the case and render a final decision. The decision of the arbitrator will be binding and cannot be appealed.
- **Governing Law:**
  - All disputes will be governed by the laws of the jurisdiction in which the tournament is held unless otherwise specified. Participants agree to submit to the jurisdiction of the courts in that jurisdiction for the resolution of any legal disputes.
- **Good Faith Resolution:**
  - All parties are encouraged to resolve disputes in good faith and through open communication. The goal is to maintain the integrity of the tournament and ensure a fair outcome for all participants.

## 11. Interpretation of Rules

The rules and regulations governing the **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)** are designed to ensure fair play, competitive integrity, and the smooth operation of the tournament. This section outlines the authority of the tournament organisers in interpreting these rules and resolving any ambiguities or conflicts.

### 11.1 Right of Interpretation

- **Tournament Officials' Authority:**
  - The tournament officials have the sole authority to interpret the rules of the tournament. This includes resolving any ambiguities or inconsistencies in the rules and determining the application of rules in specific situations that may arise during the tournament.
- **Finality of Decisions:**
  - All decisions made by tournament officials regarding the interpretation and enforcement of the rules are final and binding. Teams and players must comply with these decisions without objection or appeal.

- **Rule Modifications:**

- The tournament organisers reserve the right to modify or update the rules at any time if deemed necessary to ensure the fairness and integrity of the competition. Any such modifications will be communicated to all participants through the official communication channels.

## 11.2 Business Judgment

- **Commercial Considerations:**

- Tournament organisers may exercise business judgement in making decisions that affect the tournament, particularly in areas such as scheduling, broadcasting, and sponsorship. These decisions will be made with the overall success and reputation of the tournament in mind.

- **Balancing Fair Play and Business Needs:**

- While the primary focus of the tournament is on fair competition, tournament organisers may take into account commercial and logistical considerations when interpreting or applying the rules. This includes decisions related to match scheduling, media obligations, and the allocation of resources.

- **Discretionary Powers:**

- In circumstances where the strict application of the rules may lead to an unfair or impractical outcome, tournament officials may exercise their discretion to deviate from the rules in order to achieve a more equitable solution. Such decisions will be made transparently and with the intent to maintain competitive integrity.

## 11.3 Language and Conflicts

- **Official Language:**

- The official language of the tournament is English. All rules, communications, and official documents will be provided in this language. In the event of any discrepancies or conflicts between translations, the version in the official language will prevail.

- **Resolution of Conflicts:**

- If any conflicts arise between the tournament rules and other agreements or guidelines, the tournament rules will take precedence unless otherwise specified. Any such conflicts will be resolved by tournament officials in accordance with the right of interpretation outlined in Section 11.1.

- **Conflicting Interpretations:**

- In cases where there is disagreement on the interpretation of a rule, the final decision will be made by the head tournament official or the designated authority. All participants must accept and abide by this decision.

## 12. Appendices

The appendices provide additional resources, forms, and reference materials that supplement the rules and regulations of the **2025 PUBG MOBILE TITANS' CLASH (2025 PMTC)**. These appendices are designed to assist participants, teams, and guardians in understanding and complying with the tournament's requirements.

## 12.1 Glossary of Terms

This section provides definitions for key terms and phrases used throughout the tournament rulebook. Understanding these terms is essential for interpreting the rules and guidelines of the tournament.

- **Tournament Organizer:** The entity responsible for managing and executing the tournament, including rule enforcement and event logistics.
- **Team Captain:** The designated leader of a team, responsible for communication with tournament officials and ensuring team compliance with the rules.
- **Match:** A single game or series of games played between teams or players as part of the tournament.
- **Prize Pool:** The total amount of money awarded to the top-performing teams and players in the tournament.
- **Seeding Slot:** A position awarded to a team or player that grants them entry into a higher-level competition.
- **Broadcast Rights:** The exclusive rights to stream, record, and distribute footage from the tournament matches.
- **Technical Pause:** A temporary stop in gameplay due to technical issues, such as server problems or player disconnections.
- **Dispute Resolution:** The process by which conflicts or disagreements during the tournament are resolved by tournament officials.

# APPENDIX 3 - TEAM MEMBER CERTIFICATE AND FORM

## ACCEPTANCE



### TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM

**Instructions:** The PUBG MOBILE Official Competition Rules, and any rules specific to individual Official Competitions (collectively, the **"Competition Rules"**), govern the conduct of players, coaches, and managers of each team in PUBG MOBILE official competitions (**"Official Competitions"**). In order to participate in an Official Competition, all players, coaches, managers and other participants (**"Team Members"**) must accept the Competition Rules. By completing and signing this Team Member Certificate and Acceptance Form (**"Team Member Form"**), the Team Member listed below (**"you"**) agrees to follow and comply with the Competition Rules. If you fail or refuse to sign this Team Member Form, then you will not be permitted to participate in any Official Competitions or any related events.

Team Member Information:		
First Name:	Last Name:	
Email Address (used on your PUBG MOBILE Account):	Date of Birth:	Age:
Citizenship:	Jurisdiction of Legal Residency:	

Acceptance of the Competition Rules:
<p>You hereby acknowledge receipt of, or access to, the Competition Rules. You understand that your compliance with the Competition Rules is a condition of your participation as a player, coach, or manager of a team in any Official Competition. You acknowledge that Proxima Beta Pte. Limited (<b>"Proxima"</b>) and its affiliates and subcontractors (including any third-party tournament organiser designated or retained by Proxima to operate an Official Competition (the <b>"Tournament Organizer"</b>) reserve the right in their sole discretion to impose discipline for any conduct that violates the Competition Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. You acknowledge that the Competition Rules are necessary to ensure fair play and preserve the integrity of all games, matches and tournaments and all other Proxima-organised promotional events, marketing events, streaming sessions and related events, including meals, fan engagement events, media and sponsor events and other calendar items in the Official Competition schedule (<b>"Official Competition Events"</b>). You have carefully read and you understand the Competition Rules, and agree to be bound by their terms. You understand and support the standards set forth in the Competition Rules, and you will act in accordance with them.</p>

Acceptance of Other Legal Terms:
<p>You hereby accept and agree to be bound by, any legal terms and conditions that relate to an Official Competition Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where any Official Competition Event takes place or otherwise legally binding on people who attend an Official Competition Event. You further agree that you shall be legally responsible for any violation of any such terms and conditions that you commit.</p>

License to Use Name and Likeness:
<p>Without in any way limiting the licenses granted by you pursuant to Section 7 (Use of Names and Likenesses) of the PUBG MOBILE Official Competition Rules, you hereby grant Tencent Holdings Limited (<b>"Tencent"</b>), Proxima, the Tournament Organizer, and their respective affiliates (A) permission to live-stream, broadcast or record your play of PUBG MOBILE at any Tournament or part thereof, and (B) a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store and otherwise use and display your full name, Gamer Tag, 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 (i) the broadcast or streaming of any coverage of all or any part of a Tournament; (ii) the marketing and promotion of Official Competitions or any Tournament or part thereof; and (iii) the marketing and promotion of PUBG MOBILE.</p>

**Limitations of Liability:**

WITHOUT IN ANY WAY LIMITING THE PROVISIONS IN SECTION 8 (LIMITATIONS OF LIABILITY) OF THE PUBG MOBILE OFFICIAL COMPETITION RULES, YOU AGREE THAT THE LIABILITY OF PROXIMA, TENCENT, TOURNAMENT ORGANIZER, KRAFTON, INC. (FORMERLY BLUEHOLE) AND THEIR RESPECTIVE OFFICERS, DIRECTORS, AGENTS OR EMPLOYEES (THE FOREGOING, COLLECTIVELY, THE **"PROXIMA GROUP"**) TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS SHALL BE LIMITED TO YOUR DIRECT DAMAGES IN AN AMOUNT NOT TO EXCEED US\$ 500.00, AND THIS SHALL BE YOUR ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT ANY MEMBER OF THE PROXIMA GROUP WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION. YOU FURTHER AGREE TO THE OTHER DISCLAIMERS AND LIMITATIONS OF LIABILITY IN SECTION 8 OF THE PUBG MOBILE OFFICIAL COMPETITION RULES. TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, YOU ACKNOWLEDGE THAT YOU ARE AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH ESPORTS COMPETITIONS AND PLAY OF THE GAME AT THE ELITE LEVEL AND YOU FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS AND THE POSSIBILITY OF PERSONAL INJURY, DEATH, PROPERTY DAMAGE OR LOSS RESULTING FROM YOUR PARTICIPATION IN SUCH ACTIVITIES.

**No Employment Relationship with Proxima:**

You hereby acknowledge and agree that by adopting and enforcing the Competition Rules, no employment relationship is intended by or created between Proxima or Tournament Organizer and yourself, and nothing in the Competition Rules may be construed or reasonably relied upon as evidence that Proxima or the Tournament Organizer is your employer or a joint-employer and/or co-employer. The relationship contemplated between Proxima and/or Tournament Organizer and your team (**"Team"**) is that of an independent contractor. You acknowledge and agree that you are employed solely by your Team, and not by Proxima or Tournament Organizer.

**Other Terms and Conditions:**

This Team Member Form shall be governed by the laws of the Hong Kong Special Administrative Region without regard to choice of law principles. This Team Member Form shall be effective and binding upon your heirs, next of kin, executors, administrators, permitted assigns and representatives. You agree that you may not assign, delegate or otherwise transfer this Team Member Form. Any dispute with or claim against Proxima or any other member of the Proxima Group arising out of or based on this Team Member Form or your participation in any Official Competition shall be governed by Section 9 (Dispute Resolution) of the PUBG MOBILE Official Competition Rules. Except as provided in the PUBG MOBILE Official Competition Rules, if any provision of this Team Member Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Team Member Form you are not relying on any oral or written statements or representations made by any person or entity with respect to any Official Competition. This Team Member Form is in addition to, and not in lieu of, the PUBG MOBILE Official Competition Rules and may not be amended except by a written amendment signed by an authorised representative of Proxima. In the event of a conflict between the PUBG MOBILE Official Competition Rules and this Team Member Form, the PUBG MOBILE Official Competition Rules shall govern and control.

**Signature of Team Member:****X****Date Signed:**

\* \* \*



## APPENDIX 4 - PARENT OR GUARDIAN CONSENT



### PARENT OR GUARDIAN CONSENT FORM

**Background and Purpose:** Welcome to our official competition for *PlayerUnknown's Battlegrounds Mobile* ("PUBG MOBILE", and such competitions, "Official Competitions"). We're happy you could join us. Official Competition events are intended for adult competitors, viewers and participants. A minor may attend, compete or participate in an Official Competition Event if his or her parent or legal guardian has granted consent. In this form (the "Consent Form") the parent or legal guardian named below ("you" or "Guardian") agrees to the following legal terms and conditions relating to the attendance of the minor named below ("Minor") at any Official Competition event that such minor attends or competes or participates in and at any related events, including meals, fan engagement events, media and sponsor events, etc. ("Official Competition Event").

Minor Information:	
Minor Name:	Date of Birth:
Parent/ Guardian Name:	Parent/ Guardian Email:
Event Name:	Event Date:

You, the undersigned, certify that you are the parent or legal guardian of the Minor named above. You understand that your permission and authorization is required for the Minor to attend, compete or participate in the Official Competition Event. You also understand that the Minor will not be permitted to attend, compete or participate in the Official Competition Event unless you provide your permission by signing this Consent Form. Your signature on this Consent Form is evidence of your understanding and acceptance of the terms and conditions set forth below:

1. **Consent to Participate.** You hereby give permission for the Minor to attend, compete and participate in the Official Competition Event. You accept all responsibility for, and you assume all risk of loss and liability for, any damages and injuries that Minor may suffer or sustain as a result of his or her attendance or competition or participation at the Official Competition Event.

2. **Release of Event Organizers.** You hereby release Proxima Beta Pte. Limited ("Proxima"), the organiser of the Official Competition Event ("Tournament Organizer"), Tencent Holdings Limited ("Tencent"), Krafton, Inc. (formerly Bluehole), and their respective affiliates and subsidiary organisations, together with all of their respective shareholders, directors, officers, employees, independent contractors, investors, insurers, and agents (the "Proxima Group"), from any and all claims, liability, or causes of action of any kind arising anywhere in the world, whether based on negligence, breach of contract or duty or otherwise, for property damage, personal injury, or death, arising from or related to the Minor's attendance, competition or participation in the Official Competition Event.

3. **Acceptance of Other Legal Terms.** You hereby accept, on behalf of the Minor, and agree to be bound by, any legal terms and conditions that relate to the Official Competition Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where the Official Competition Event takes place or otherwise legally binding on people who attend the Official Competition Event. You further agree that you shall be legally responsible for any violation of any such terms and conditions by the Minor.

4. **Video of the Minor.** On behalf of the Minor, you hereby grant the Proxima Group, their sponsors and their respective affiliates, streaming partners, assigns and licensees an unrestricted right to video,

photograph and record the Minor during the Official Competition Event and to stream, broadcast, display and/or otherwise use the Minor's name, image, likeness, voice, audiovisual recording and biographical data throughout the world in perpetuity, in any form or media now known or hereafter devised, for advertising and publicity purposes, without compensation to you or the Minor. You acknowledge and agree, on behalf of the Minor, that all Official Competition Event performances, streams, broadcasts, and recordings, and all data and statistics collected during the Official Competition Event, are the sole property of the Proxima Group, who may copy, edit, perform, broadcast, re-post and otherwise use them however they choose. You hereby irrevocably transfer and assign any rights that you or the Minor may have or acquire in these performances, streams, broadcasts, recordings, data and statistics to the Proxima Group.

5. **Indemnification.** You hereby agree to indemnify, defend and hold harmless the Proxima Group from and against any claim, liability, or cause of action of any kind arising from or related to the Minor's attendance, competition or participation at the Official Competition Event. You accept full responsibility for all medical expenses and emergency treatment arising from or related to the Minor's attendance, competition or participation at the Official Competition Event.

6. **Governing Law and Other Terms.** This Consent Form (including any questions relating to its existence, validity or scope) shall be governed by the laws of the Hong Kong Special Administrative Region without regard to choice of law principles. This Consent Form shall be effective and binding upon the Minor's heirs, next of kin, executors, administrators, assigns and representatives. If any provision of this Consent Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Consent Form you are not relying on any oral or written statements or representations made by any person with respect to the Official

Competition Event. This Consent Form sets forth the entire agreement relating to its subject matter and may not be amended except by a

written amendment signed by the organizer of the Official Competition Event.

Signature of Parent or Guardian:  X	Date Signed:

