MyRepublic GAMER Arena 2019 Season 1
PLAYERUNKNOWN'S BATTLEGROUND - Tournament Rules

These Tournament Rules apply in addition to the GAMER Arena Tournament Terms & Conditions.

1.   Tournament Details
   a.   Game: PLAYERUNKNOWN'S BATTLEGROUND **("PUBG")**
   b.   Tournament Dates: 19th Jan 2019, 16th February 2019 and 16th March 2019
   c.   Tournament Time: 12.00pm until best of 3 teams.
   d.   Game Settings: Esports mode
   e.   Number of teams: 50 teams of 2 participants each
   f.   Match Mode: First person's perspective ("FPP") team matches of 3 rounds.

2.   Tournament Dates and/or timings may change due to unforeseen circumstances.

3.   Match Registration and Procedures

3.1.   Registration is on a first come, first served basis. Upon successful registration, you will be given "Tournament Participant" rights in the MyRepublic GAMER Arena Discord Channel. No reservations are allowed. The Organisers reserve the right to replace your team with another team if you or your complete team is not present at the beginning of the Match.

3.2.   Any request to change to your submitted registration information must be made at least 48 hours before your designated Match. All requests are to be emailed to mohan@eliphant.co

3.3.   You must provide a valid SteamID64 and URL that is linked to your PUBG account. PUBG usernames linked to a different Steam user will not be accepted. Steam profiles must be set to public from the time of registration and remain so until further notice.

3.4.   If you have valve anti-cheat ("VAC") or game ban(s) on PUBG's or BattlEye's records, you have to submit all relevant evidence such as correspondence with PUBG/BattlEye as well as information on your VAC/game ban(s) with your appeal request for participation. You may appeal to be eligible for participation. All appeals will be reviewed on a case-by-case basis.

3.5.   You will be automatically disqualified from participating in a Match if you are banned from the Organisers' Discord, Facebook or Steam groups.

3.6.   You must record your own game play using NVIDIA Shadowplay, OBS, Xsplit or Fraps for possible disputes during a Match. If you disagree with the results from the Match, both teams are to submit their recordings to mohan@eliphant.co for a review. The Organisers will stand by their original decision if both teams fail to submit the recording by a time specified to them.

3.7.   Players found to be smurfing will be disqualified.

4.   Match Settings

4.1.   Common Match Settings:
   a.   Server Region: SEA
   b.   Team: 2 participant per team ("Duos")
   c.   Player Camera Restriction: First Person only on.

4.2.   Customer Match Settings:
   a.   Server

- Server Region: SEA
- Player Number Restriction: 100 players
- Team: Duos
- Zombie Mode: Off
- DBNO Revive: On
- DBNO Revive Casting Time: 10 seconds
- DBNO HP Decreasing Rate: 1x
- Player Camera Restriction: First Person only on
- Playzone Progress: 1x
- Centralized Circle: 0x
- Red Zone: Disabled
- Care Package Frequency: 1x
- Convert Dead Player to Observer: Off
- Public Spectating: Off
- Killer Spectating: Off
- Display End Circle Location: Off
- End Circle Location Rate: 0%
- End Circle Location Town: 1x
- End Circle Location Field: 1x
- End Circle Location Mountain: 1x

b.   Vehicles
- Car/ Motorbike: 1x
- Boat: 1x

c.   Weapons
- Sniper Rifles: 1,3x
- Assault Rifles: 1,3x
- Hunting Rifles: 1,3x
- LMGs: 1,3x
- SMGs: 1,5x
- Shotguns: 1,3x
- Handguns: 1,5x
- Throwables: 1,3x
- Melee: 1,3x
- Crossbow: 1,3x
- Flaregun: 0x

d.   Weapon Attachment
- Scope Attachments: 1,3x
- Magazine Attachments: 1,3x
- Muzzle Attachments: 1,3x
- Stock, Foregrip Attachments: 1,3x

e.   Consumables
- Med Kit: 1,3x
- First Aid: 1,3x
- Bandage: 1,3x
- Pain Killer: 1,3x
- Energy Drink: 1,3x
- Jerry Can: 1,3x

f.   Equipment
- Bag Lv1: 1,3x
- Bag Lv2: 1,3x
- Bag Lv3: 1,3x
- Helmet Lv1: 1,3x

- Helmet Lv2: 1,3x
- Helmet Lv3: 0x
- Armor Lv1: 1,3x
- Armor Lv2: 1,3x
- Armor Lv3: 1,3x

g. Others
- Costumes: 1x
- Ammunitions: 1,8x

5. **Map Pick:** There will be 3 random maps chosen for best of 3 rounds

6. **Ranking Points**

Each kill is worth 15 points. Placement points are visible in the table below:

Placement	Points
#1	500
#2	410
#3	345
#4	295
#5	250
#6	210
#7	175
#8	145
#9	120
#10	100
#11	80
#12	65
#13	50
#14	40
#15	30
#16	20
#17	15
#18	10

#19	5
#20	0