

The Kejohanan Esukan #GGKL Series 1 2025 (the “Tournament”) is a video game competition (with a skill-based format) conducted using **PUBG MOBILE** played Mobile Phone. The tournament will be held offline at **16<sup>th</sup> February 2025 at Plaza Sungei Wang, Bukit Bintang.**

## GENERAL RULES

### 1. Acceptance of General Rules

#### 1.1 Acceptance

Each Team Member must agree to these Registration Rules and the applicable Competition-Specific Rules in order to participate in this tournament. A Team Member may accept these Competition Rules by registering to participate in the tournament in accordance with the Registration Rules or by participating in this Tournament.

A Team Member’s failure to follows the Rules may result in sanctions, including:

- 1.1.1 disqualification of the Team Member or the Team Member’s Team from the tournament.
- 1.1.2 forfeiture of any and all prizes earned by the Team Member or such Team Member’s Team; and /or
- 1.1.3 forfeiture of Team Member’s or such Team Member’s Team’s slot in the tournament.

#### 1.2 Change to General Rules and Competition-Specific Rules

The field of esports and the mobile games played in esports are changing rapidly, and these General Rules and the Competition-Specific Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and updates to **PUBG MOBILE**. Accordingly, Game Developer may update, amend or supplement these General Rules and the Competition-Specific Rules from time to time.

Therefore, the tournament organizers may update, change or add to the Rules of this tournament from time to time and any changes to the rules of this tournament will be notified by the Technical Officer through the Tournament Discord Server. Each managers or team leader is responsible for reading and understanding each rules that has been given.

### **1.3 Enforcement of the Competition Rules**

Tournament Organizer of the tournament may at all times act with the authority granted to preserve the best interests of the tournament. This authority is not limited by the lack of specific language in this document. Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament and for ensuring compliance with these Competition Rules and the Registration Rules.

The Technical Officer of this tournament may use any form of disciplinary action (if necessary) imposed on any participant whose behaviour. Technical Officer will be responsible to manage to ensure the participant compliance with the rules of this tournament.

## **2. Players**

### **2.1 Eligibility**

Open to all players who reside in Malaysia.

### **2.2 No Tournament Organizer Employee**

Team members are not among the administrators, referees and officer of this competition and the tournament crew is strictly prohibited from participating in this competition.

### **2.3 Player Names**

A player's gamer tag or in-game nickname ("Gamer Tag") must consist of the player's Team name (or acronym or other word representative of the team name) and player name in the format of "**TEAMNAMEPLAYERNAME**". For example, a player named "**ArisKun**" on team "**GAMESBOND**" from **Malaysia** might have the Gamer Tag "**GBArisKunMY**". Gamer Tags will be selected at the time of registration and may not be changed at any time without the prior written approval of the Tournament Technical Officer.

A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful. The choice of Gamer Tag should also not have abusive or obscene words and should not have elements of provocation that

are not suitable to be mentioned. Gamer Tag with racial and religious elements will also not be allowed to compete. If it is found that there is, then the organizer will cancel the participation of the player immediately. Technical Officer reserve the right to reject any Gamer Tag selected by a player and to require the player to select an alternate Gamer Tag that complies with these Competition Rules.

### **2.3 Team Names and Logos**

The Team's name will be selected at the time of registration and may not be changed at any time during the Season without the prior written approval of the Technical Officer. All Team names must be different and unique. Neither a Team's name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful.

## **3. Apparel**

### **3.1 Official Uniforms Required**

Team Members shall, during all public-facing Tournaments (including LAN Events, publicly-streamed Online Events and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). No Team Member shall remove, replace or cover any part of his or her official Team uniform without the prior approval of a Tournament Official, except that jackets and hats may be removed by players during Tournament competitions. The use of short pants, short skirts and flip-flops are prohibited.

### **3.2 In-Game Apparel**

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

Upon discovery of any Team Member violating this rule, Tournament Organizer will issue the following penalties:

3.2.1 1st time offense: Official warning for the Team.

3.2.2 2nd time and later offence: **3 points maximum** will be forfeited based on the League Stage. Example, if a player is found to have committed an offense during Group Stage, Team will be forfeited 3 Points from the Group Stage Points.

Each violation of each player in each match of the in-Game Apparel clause will be counted as one offense.

## 4. Code of Conduct

### 4.1 Conduct Generally

4.1.1 **High Standard for Professionals.** All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Organizer, the media, sponsors and fans.

4.1.2 **Competitive Integrity.** All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.

4.1.3 **Sanctions.** A violation of these General Rules or the applicable Competition-Specific Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer and Technical Officer in regard to violations of these General Rules and the applicable Competition-Specific Rules are final and binding.

### 4.2 Prohibited Conduct

4.2.1 **Collusion.** Any form of collusion by any Team Members is prohibited. Examples of collusion are:

4.2.1.1 Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.

4.2.1.2 Pre-arranging to split prize money and/or any other form of compensation, except that a Team may arrange for Owners to divide prizes earned by that Team and pay it to players and others who contributed to the victory.

4.2.1.3 Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.

- 4.2.2 **Cheating.** Cheating is prohibited.
- 4.2.3 **Exploiting.** Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited.
- 4.2.4 **Ringling.** Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play an under another player's account or Gamer Tag, is prohibited.
- 4.2.5 **Vulgar or Hateful Speech.** A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to any Official Competition, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any streaming of e-Football. This rules applies to speech in English, Chinese and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.
- 4.2.6 **Violence.** Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or Tournament Crew.
- 4.2.7 **Drugs and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Team Member must report any violation of this rule to the Tournament Organizer.
- 4.2.8 **Gambling.** Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, Tournament. Team Members are not allowed to

- (a) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof)
- (b) associate with high volume gamblers, or deliver information to others that might influence their bets.

4.2.9 **Studio Interference.** At LAN Events, no Team Member may interfere with lights, cameras or other studio equipment.

4.2.10 **Unauthorized Communications.** At LAN Events, all communication devices other than devices authorized by the Tournament Organizer and Technical Officer for use at that LAN Event must be removed from the play area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the manager or coach of a Team.

4.2.11 **Identity.** At all public-facing Tournaments, a player may not cover his or her face or otherwise obscure his or her identity. A player may not wear a hat or dark glasses during LAN Event play, except for a hat that is part of that player's official Team uniform under Paragraph 3.1.

### 4.3 Unprofessional Behaviour

4.3.1 **Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

4.3.2 **Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

4.3.3 **Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

4.3.4 **Defamatory Statements.** Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official

Competition, Tournament Organizer, or its affiliates, sponsors, or Game Developer

- 4.3.5 **Confidentiality.** Without the consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Tournament Organizer to the Team Member in relation to any Official Competition. Team Members shall be obligated to keep confidential the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by the Tournament Organizer to a Team Member concerning or related to, any Official Competition or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and the Tournament Organizer, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.
- 4.3.6 **Illegal Activity.** Team Members must comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.
- 4.3.7 **Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the Tournament Organizer, is unethical, immoral or disgraceful.
- 4.3.8 **Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, Tournament Official, the Tournament Organizer or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.
- 4.3.9 **Gifts.** No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.
- 4.3.10 **Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the Tournament Organizer or the Tournament Officials.
- 4.3.11 **Match-Fixing.** No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Tournament Game (or any play or component

thereof). Match-fixing will be subject to maximum penalty in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these General Rules or the applicable Competition-Specific Rules, that Team Member must immediately report this request to the Tournament Organizer.

4.3.12 **Term of Use.** Any conduct that (a) violates the Terms of Use for PUBG Mobile; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG Mobile; or (c) interferes with use of PUBG Mobile by others is prohibited and a violation of these General Rules.

## 5. Interpretation and Construction

### 5.1 Tournament Organizer’s Right of Interpretation.

Any matters relating to the tournament or PUBG MOBILE that are not covered by these General Rules, any Competition-Specific Rules or the registration Requirements shall be subject to an interpretation made by the Tournament Organizer and provided to the Teams from time to time in the form of an update to, or interpretation of, these General Rules, any Competition-Specific Rules or the Registration Requirements. All decisions made by the Tournament Organizer and Tournament Officials regarding interpretations of these General Rules, the Competition-Specific Rules or the Registration Requirements are final and binding.

### 5.2 Additional Terms.

Players may be required to accept additional terms from the Tournament Organizer in order to participate in Tournaments. Play of PUBG MOBILE is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player’s Region. Tournament Organizers reserves the right to change or update these General Rules, any Competition-Specific Rules or the Registration Requirements at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

### 5.3 Business Judgement

Whenever these General Rules, any Competition-Specific Rules or the Registration Requirements grant, confer or reserve to the Tournament Organizer the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, the Tournament Organizer will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of the Tournament Organizer and the short and long term interests of the Official Competitions,



PUBG MOBILE and the businesses and activities of the affiliates and group companies of the Tournament Organizer.

Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that the Tournament Organizer or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these General Rules, any Competition-Specific Rules or the Registration Requirement.

#### **5.4 Language**

These General Rules have been written in the English language. In recognition of the fact that the Official Competitions are global in nature, Tournament Organizer will endeavour to provide translations of these General Rules into other languages in the Regions. In the event of a conflict in interpretation between the English version and such translation, the English version shall control.

#### **5.5 Conflict**

In the event of a conflict in interpretation between these General Rules and the Registration Requirements, these General Rules shall control. In the event of a conflict in interpretation between these General Rules and any Competition-Specific Rules, the provisions that are most protective of Tournament Organizer will control. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of Tournament Organizer will control.

**6. Additional Term by Organizer**

**6.2 Point Circulation for Overall Champion**

6.2.1 Team that collects the most points will be the champion.

6.2.2 If there are two (2) team that have the same exact points, overall champion will be determined by 2 factors: -

- (a) Team with more wins (Champion), for each games.
- (b) Team who have the most representatives in the semi-finals.

**6.2.3 Overall Point**

<b>RANK</b>	<b>POINT</b>
Champion	30
1 <sup>st</sup> Runner Up	25
3 <sup>rd</sup> Place	20
4 <sup>th</sup> Place	15
Knockout Stage	10
Grouping Stage	5

## TECHNICAL RULES

### 1. Tournament Structure

#### 1.1 Tournament Format

1.1.1 **Team Capacity.** 16 teams

1.1.2 **Player Capacity.** 4 main players, 1 substitute.

1.1.3 **Competition format.**

I. All teams will be competing in one group.

II. There will be a total of 6 maps will be played.

III. The winner is determined by match points as per Para 1.3.

#### 1.2 Tournament Schedules

**CONFIRMED TOURNAMENT SCHEDULES  
WILL BE PROVIDE AFTER REGISTRATION CLOSE.**

#### 1.3 Point System

1.3.1 **Scoring.** Scoring for the tournament is based on the total number of ranking points and the number of kills obtained by each team in the competition. Scoring for each game is as stated below.

<b>RANK</b>	<b>PLC POINT</b>	<b>RANK</b>	<b>PLC POINT</b>
WWCD	10	6th Place	2
2nd Place	6	7th Place	1
3rd Place	5	8th Place	1
4th Place	4	9th - 16th	0
5th Place	3	1 Elimination	1

1.3.2 **Tie Breaker.** If a number of participants are tied by win-loss difference at the end of the competition, their ranking order will be decided as described below.

- a) Total times of winning the first placement. (WWCD)
- b) Total accumulated placement points.
- c) Total accumulated elimination points,
- d) Placement point in the last match of the tournament.

## 2. General Pre-Game Setup

### 2.1 Pre-Matches Preparation

2.1.1 **Game Version.** Teams and team members must ensure that the PUBG Mobile application is updated according to the latest version before participating in the tournament.

2.1.2 **Communication.** All team and players required to join Tournament Discord Server. Discord is the main medium of communication for this tournament.

2.1.3 **Player Account.** Players will use their own online accounts and Gamer Tags for this tournament. All the accounts used by the players will need to have their Game ID be submitted to us via the registration form.

Player accounts registered may not be changed until the end of the Tournament. Player accounts are bound to the player and may not be used by other players until the end of the tournament. If a player loses access to their account, they may request to change their account by contacting the Tournament Head Marshal. Their request to change is subject to approval by the Tournament Technical Officer. (will be announced by Tournament Admin)

2.1.4 **Tournament Room.** All matches in this tournament will be hosted by Technical Crew using PUBG Mobile Tournament Room Card. Information about tournament room id and password will be given in the Tournament Discord Server. Advance Room Card will be use in case the Tournament Room Card not provided by Game Developer.

2.1.5 **Starting The Games.** All player is required to ready early before the match starts. The match will start accordingly to time setting that has been given in the Tournament Discord Server. Failure of players to be on time will cause the player not being allowed to play in the running's match.

2.1.6 **Tournament Devices.** Players are to use only iOS or Android phones for the tournament. Tablets or iPads are banned from usage. Macros, trigger clickers, and/or smartphone settings that have mimicked the trigger functions (example: ROG Phone 8 Air Trigger, Nubia RedMagic 9 Air Trigger, and other phones with similar functions) are not allowed to be used.

2.1.7 **Tournament Internet.** Players can use any method to get the best internet access. The organizer not provides internet services. Players are advised to use their own internet network. Players must ensure that the player's internet can support the game and live streaming throughout the competition.

## 2.2 In-Game Setup

### 2.2.1 General / Game Setting

2.2.1.1 **Maps.** Erangel, Miramar & Sanhok

2.2.1.2 **Game Mode.** Third Person Perspective (TTP)

2.2.1.3 **Team Size.** 4 Players before game start.

### 2.2.2 Advance Setting

#### 2.2.2.1 Weapon and Utilities

Details	Erangel	Miramar	Sanhok
All Weapon	x2	x2	x2
Megazine	x2	x2	x2
First Aid Kits	default	default	default
Vest	default	default	default
Helmet	default	default	default
Playzone Speed	x1.1	x1.1	x1.1
Zone Show	120s	120s	60s
PC Parameters	on	on	on

2.2.2.2 Flare Gun. Off

2.2.2.3 Red Zone. Off

2.2.2.4 Vehicle Skin: Off (disable by player)

2.2.2.5 Aim Assist : Off

2.2.2.6 Sound Visualizer: Off

## 2.3 Post-Game

Tournament Organizer will confirm and record all Tournament Game results and point allocations. Players must take a screenshot of the final result of each match and provide it to the Tournament Marshal (if required). The official results will be announced after the completion of all matches on the day and will be announced in the Esports Kuala Lumpur Association Facebook Pages and Tournament Discord Server.

## 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.** Technical Crew 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:

2.4.2.1 Situation where the Tournament Organizer think that there is an unfair gaming environment.

2.4.2.2 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.

2.4.2.3 Situation where 3 or more of the players cannot connect to the Tournament Game before the departure of the starting plane.

2.4.2.4 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: -

- (i) Situation where it is impossible to connect due to a problem with game server or host network service.
- (ii) In case of a fire, power outage or an accidental disaster.

## 2.5 **Solution 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 judgment as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if three or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way.

In making a determination to proceed with the Tournament or order the remake of a Tournament Game, Tournament Officials will use their best judgment and may consider, among other factors, the game progress time and whether the player making the report is delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating.

If a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrong doing by the player), and Tournament 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 re-join the game in progress, he or shall be permitted to do so.