

Cerebro 2020

PUBG Mobile

About

PlayerUnknown's Battlegrounds is an online multiplayer battle royale game, which can be played solo, or in teams of 2 or 4.

Rule and Regulations

- **General**
 - **Rules** - Every participant confirms with his registration that he and his team have read the rules and accepts them.
 - **Organizers** - Organizers have the last word. For the purpose of fair play, any organizer is allowed to decide against the rules and take proper actions.
 - **No. of teams** - We can accommodate only **40** teams (160 players). Therefore registration will be on a **First come basis**, once we have reached the threshold, registrations will be closed.
 - **No. of matches** - If no. of teams present at the venue is less than or equal to **20** we will proceed directly with **Finals** (rules for the same are drafted below).
 - If no. teams present are more than **20** then we will proceed with a **knockout round** followed by the finals.

Cerebro 2020

- **Participation**

- **Requirements** - To participate in the competition, the participants need to download the official version of the game PLAYERUNKNOWN'S BATTLEGROUNDS from PlayStore or AppStore (Depending on the device).
- **Devices** - Emulators such as laptops or desktops are not allowed, however handheld devices like tablets and iPads are allowed.
- **Check-in** - 60 minutes (1 hour) prior to the event, the check-in is starting. Each team has to confirm their participation for each tournament. The check-in closes 5 minutes prior to the start of the event. Teams who forgot to check-in or register after the deadline cannot participate. In order to participate players need to **physically** present at the venue.
- **Checking devices** - Check-in includes checking of devices for hacks and additional bugs.
- **Team Size** - The game will be played in squad mode. In case a player doesn't get a squad, organizers will allow the participant to choose a team which has less than 4 players.
- **Switching teams** - Players are not allowed to switch teams between a best-of-series. Players are required to stay in the same team they registered with. It is not allowed to split the team in the lobby to gain more default points. Players will be directly disqualified and all matches not played with their official registered lineup will not be counted towards the final ranking.
- **Providing screenshots** - Every player is required to create screenshots of their scoring (placement and kills) after he or she has died. In case of an emergency (server crash, ...) the admin is allowed to request those screenshots.

Cerebro 2020

- **Format**

- **Start of the match** - After the tournament has started, the responsible referee is setting up the game lobby. Each participant has ten (10) minutes time to arrive in the lobby. 10 minutes after the tournament starts, the match will start. If a participant has not joined the lobby within that time frame, he is disqualified.
- **Player changes** - Player changes are not allowed while playing an active tournament.
- **Custom Game name** - The Custom Game name will be named on the wish of organisers.
- **Custom Game password** - The password to join the tournament will be provided by the organisers on the spot.
- **View** - Unless otherwise stated, games will be played out in 3rd person perspective (TPP)
- **Knockout Round:** Teams will be divided into **2** pools. Top 10 teams from each pool will advance to the final round. A knockout round consists of only one map **ERANGEL** in **TPP** mode. The ranking will be based on the scoring system given below.
- **Finals:** 3 maps will be played i.e **2 erangel and 1 sanhok** between top 20 teams. Team with the maximum cumulative score will be the winner. Please find the scoring system below.
- **Drops / Crashes** - If a player or team crashes, the game will not be restarted. Once a player is dropped due to any reason, he will be out for that specific match.
- **Glitching** - Glitching into buildings with purpose is strictly forbidden. Disappearing due to manipulating textures will result in an instant disqualification.

Cerebro 2020

- **Exploits or known game bugs** - Game issues and exploits are handled on a case-by-case basis. Game breaking exploits which allow you to win games will not be tolerated in any case.
- **Teaming** - Teaming up in any mode is strictly forbidden and will result in disqualification.

NOTE: Institute will not provide any sort of internet connection, players are solely responsible for the arrangement of their internet connection.

We have limited charging ports so please make sure your devices are fully charged. However, you are free to bring an extension cord for the same, sharing of the extension cord will not be allowed.

- **Ranking**
 - **Points per match (placement)** - At the end of each match, the top participants will gain rank points based on their match results. Following points will be awarded to the teams or players based on their game placement:

#	Squad(4)
1	20
2	14
3	10
4	8
5	7
6	6
7	5
8	4
9	3
10	2
11	1

Cerebro 2020

12	1
13	1
14	1
15	1
16 - 20	1

- **Points per match (kills):** Each kill will grant the team 1 point.
- The entire scoring system is exactly similar to the **PMCO Global Finals** Scoring System.
- **Cheating**
 - **Cheating** - The use of illegal software to manipulate the game in any way is strictly forbidden. A violation of this will disqualify the entire squad from all games.
 - **Game bugs** - Using game bugs for personal advantage is strictly forbidden. If you notice a bug in a running match, please report it to the tournament referee afterwards.