PUBG MOBILE TOURNAMENT RULEBOOK

Overview

• **Format:** Squad (4 players per team)

• Perspective: TPP (Third Person Perspective)

Total Teams: 16Total Matches: 6

• Map Pool: Erangel, Miramar, Sanhok (based on organizer's rotation)

• **Platform:** Mobile Devices Only (No Emulator)

TOURNAMENT STRUCTURE & ROADMAP

➤ Phase: League Stage (All Teams Play All Matches)

• **Teams:** 16

• **Matches:** 6 (played across 2–3 days)

• Format: Points-based leaderboard after 6 matches

Top team with the **highest total points after 6 matches** wins the tournament.

MAP SCHEDULE

Match No.	Map
Match 1	Erangel
Match 2	Miramar
Match 3	Sanhok
Match 4	Erangel
Match 5	Miramar
Match 6	Erangel

POINT SYSTEM:

Placement	Points
1st	15
2nd	12
3rd	10
4th	8
5th	6
6th	4
7th	2
8th–12th	1
13th–16th	0
Kill	1 pt

TEAM RULES

- Players per Squad: 4 (1 sub allowed)
- **Device:** Mobile only
- Outfit Restriction: Default or similar outfit to avoid visibility advantage
- No Emulators or Tablets

GAME SETTINGS

- Server: AsiaPerspective: TPPMode: Squad
- Map Pool: Custom Room, hosted by organizer
- Friendly Fire: Enabled

BAN RULES

Immediate disqualification for:

- Emulator or external software usage
- Stream-sniping or unfair play
- Teaming with other teams
- Inappropriate team names, offensive language
- Exploiting bugs or glitches (e.g., under the map)
- Failure to join match room on time

MATCH TIMING & RULES

- Players must join the room within **10 minutes** of room ID/password being shared.
- If a team fails to join, they forfeit the match.
- Teams must follow the observer/referee's instructions.

FINAL STANDINGS

- Standings based on total points after all 6 matches.
- In case of a tie:
 - 1. Total number of Chicken Dinners
 - 2. Total Kills
 - 3. Head-to-head placement in final match

ORGANIZER'S RIGHTS

- The organizers have the final say in any disputes.
- Rulebook may be updated with prior notice to all teams.