# PMDUC

{PUBG MOBILE DHAKA UNIVERSITY CHALLENGE }

# PUBG MOBILE DU CHALLENGE
## (PMDUC)

**Tournament format:** Classic

**Squad TPP:** Asia

**Maps:** Erangel | Miramar

# Tournament Layout:

### ✓ Qualifying round 1:

Total 100 teams will be uniformly divided into four groups using online lottery method which will be shown live in our broadcasting pages.

Each team will play five matches in two different maps ( Miramar and Erangel). Top 12 teams from each group, in addition to the top two teams among the remaining 52, will advance to the round 2.

### ✓ Qualifying round 2:

50 teams will be uniformly divided into two groups.

Each team will play four matches. Top 12 teams from each group, in addition to the team scoring the highest points among the remaining 26 teams, will advance to the finals.

### ✓ Final round:

The 25 chosen teams from qualifying round 2 will battle in three matches in three different maps. Team having maximum points in these three matches will be announced winner .

NB: Matches number,maps or fixtures can be changed according to committee member's decision.

# Rules and regulations:

✓ Participants must be current or ex-students of Dhaka University. Students of Dhaka University affiliated colleges are NOT eligible to participate.

✓NO PLAYERS FROM ORGANIZING COMMITTEE WILL BE ALLOWED TO PARTICIPATE IN THIS TOURNAMENT.

✓ Only mobile players are allowed. *Emulators* and *iPads* are **STRICTLY PROHIBITED**.

✓ Each team can have at most FIVE REGISTERED PLAYERS comprising four active players and one substitute player. Unregistered players cannot participate throughout the tournament UNDER ANY CIRCUMSTANCE. Each 5-person team must have a captain. The captain is responsible for all the communication with the tournament committee through Discord.

✓ Each team must have a unique logo. If one or more teams submit very similar logos, we will prioritize the team that submitted first. The other team may have to change their logo based on the extent of said similarities.

✓ **NO HACKING/THIRD-PARTY EXPLOITS WILL BE TOLERATED!** This should go without saying. Any team caught using third-party tools that offer an unfair advantage will be banned immediately from the tournament.

✓ The behaviours of all the teams will also be closely monitored through our technical team.  An excessive amount of strategic cooperation between multiple teams in an effort to eliminate the other teams will be seen as **TEAM UP/MATCH FIXING** and the teams in question will be disqualified based on the same criteria as HACKING. We will monitor every registerd players if any team allows NON DU students, that team will be disqualified at instance.

√ If any match is not held due to technical difficulties or natural calamities, the organizing committee will take the full responsibility and there will be a reserved match day.

√ Room ID and password will be given in warcities website and in our Discord channel. Every captain must be present in our Discord channel TEN MINUTES before the room ID is given to ensure their participation. If a captain is unable to join through Discord, he must inform us through one or more of the other contact methods provided. Failure to adhere to these rules may cause disqualification.

√ Fixture will be published one week in advance - on our Facebook page and messenger group. Team captains will also receive the fixture via email.

# Points management:

| Position | Point |
|----------|-------|
| 1st Place | 20 |
| 2nd Place | 15 |
| 3rd Place | 12 |
| 4th Place | 9 |
| 5th Place | 7 |
| 6th Place | 5 |
| 7th Place | 4 |
| 8th Place | 3 |
| 9th P[ace | 2 |
| 10th Place | 1 |
| 11th Place | 1 |
| 12th Place | 1 |
| 1/Kill Point | 1 |

If more than one team ends up having same points in qualifier or final round there will be position count amongst tied teams. If poisition point is also tied then the team having most kills in a single match will advance to next round.

\*\* point system can be changed due to required circumstances by the organizing committee

Live stream will be up on **DU Esports Club** and **Warcities** Facebook pages.

# Prize pool:

1st place : BDT 5000 (if 100 teams participates) or BDT 4000 (if 75 teams or less participates)

2nd place: BDT 2500 (if 100 teams participates) or BDT 2000 (if 75 or less team participates)

3rd place: BDT 1500 (if 100 teams participate) or BDT 1000 (if 75 or less team participates)

4th place: BDT 1000 (if 100 teams participates) or BDT 800 (if 75 or less teams participates)

5th place: BDT 500

Most kills (Individual): BDT 500

Most kills in a single match [MUST ALSO QUALIFY FOR FINALS] (team): BDT 500

MVP of the final: 500 BDT

**Total prize pool: over BDT 10000.00**

**Registration fee : BDT 100 per team**

# Registration process:

SEND MONEY to our Bkash/Rocket number

Bkash: 01521412997, 01773494462

Rocket: 015213338416

Use reference  PMDUC code during sending money.

Click here http://www.warcities.com/ and open your profile on the Warcities website

Register your team via the transaction  ID

Join our Discord channel: **https://discord.gg/W2apV6T**

**Contact:**

**Facebook:** DU e-sports club / Warcities

**Mail:**  haque3130@gmail.com or warcities2@gmail.com

**Phone:**

1.  **01521412997**

2.  **01999993841**

3.  **01773494462**

4.  **01979122433(war cities)**

**Organised by:** DU E-SPORTS CLUB

**Sponsored by:** INVENTA LTD.