

1. General

1.1. This Rulebook shall take effect for the duration of the **Asia Pacific Predator League 2020/21 PUBG APAC Grand Final**.

1.2. Participating Teams

Purple Mood	GameHome
Sharper White	Boss Gold
Eagle 365	Renaissance
Victim Rise	Cerberus
Battle Arena Elites	No.1
Team Immunity	ArkAngel
Indian Rivals	TroubleMaku
TEG Sports	Gamers Lounge

1.3. The tournament shall be registered under the name of **Asia Pacific Predator League 2020/21 PUBG APAC Grand Final**.

2. Tournament Format

2.1. Playoffs and Grand Finals

2.1.1 The Tournament will run in a Point System Format from April 6 to 11, 2021.

2.1.2. The organizers could change the tournament format depending on the number of competing teams.

2.2.3. The Playoffs will be played Online. Teams are divided based on PUBG Esports Guidelines.

2.2.4. Distribution of teams are determined based on their geographic location, considering the server issues and possible high ping and latency.

2.2.6. The tournament bracketing will be generated through **PLANET9**. All teams are required to register on the PLANET9 website.

3. Player and Team Responsibilities

3.1. Players must obey the PUBG User Agreement and the **Asia Pacific Predator League 2020/21 PUBG APAC Grand Final** Rulebook.

3.2. Players and teams should set official player and team names and in the game client with the format: **Team Tag_IGN**. Note that the Team Tag must be up to (3) characters only.

3.2.1 Changing Player Names is prohibited unless requested by a Tournament Admins.

3.3. All players are not allowed to broadcast the games they are playing. All players are not allowed to watch any broadcasts while they are currently competing in an official match. This includes broadcasts of both their own match(es) as well as broadcasts of other match(es) going on at the same time while they are competing.

3.4 During the course of the tournament, all participants are required to install a camera on their tournament PC and join the Official Discord Server for PL 2020/21 Grand Final. The players must be ready to turn on their cameras at all times during their match.

3.4.1 Players are required to have individual cameras that will show the faces of each player.

3.5. All players have to wear team uniforms at all times during the games. There are no strict rules for bottom/shoes (which means that shorts and open shoes are allowed), but the general appearance of a player must be decent.

3.5.1. Wearing of any accessories like headgears (caps, hats, beanie, etc.) during the competition will not be allowed. All participants must be seen clearly during the tournament.

3.5.2. In any case that there are 2 players or more in the same room, please follow the local health protocols and guidelines for the facemasks, physical and social distancing. Usage of facemasks will be implemented on this matter, if necessary.

3.5.3. Players are not allowed to wear jerseys with **ACER PREDATOR**'s competitor brand logos. Players who have a competitor's logo on his/her jersey will not be allowed to play unless they agree to cover the logo.

3.5.4. This applies also to the gaming chairs of the participants. **Any brand logos** visible in the cameras must be covered during the course of the competition.

3.5.5. Only the organizers have the right to determine which logos are considered as a "competitor" logo and have the final say regarding the matter.

3.6. Each team member will have their own channel with supervision of our Tournament Marshal and Broadcast Staff. Respective Team voice channels on Discord will be also known as the **Discord Competition Area**.

3.7. For the participating players who are in the same area (bootcamp, office, etc.) Before the start of a match, only players, coach, and staff approved by organizers are allowed to join and stay in the competition area. During the pre-match, only 4 players and a coach can be present in the competition area. Coaches have to leave the premises once the match has started. No managers, or other people are allowed.

3.8. In the case that participating players are not in the same place, the same procedure will be followed. Only players, coach and staff approved by the organizers are allowed to join in the **Discord Competition Area**. The Tournament Marshals will have the right to remove or disconnect any unauthorized personnel in the said channel.

3.9. Only hand-written or printed notes/stats are allowed. Using any electronic versions are prohibited.

3.10. Usage of phones and other electronic devices is strictly prohibited. Using PLANET9 on mobile application is also prohibited. Only the PLANET9 desktop version is allowed for use.

3.11. Players can only launch Steam, Discord, PLANET9 app and PUBG on tournament computers. All other applications are prohibited. All players are required to download and install the PLANET9 Desktop Version app.

3.12. Being under alcohol/drug influence during media and tournament days is strictly prohibited. Players caught in such state will not be allowed to play their matches. Their teams will be disqualified and any prize money won will be revoked.

3.13. Players will not be allowed to use the restroom during on-going rounds. Breaks will be provided after each round. Unless any emergency occurs. Any violation will result in a penalty, taking away points from the Round Score or the Total Score.

3.14. Team/Organization and Roster Changes

3.14.1. On top of the teams directly invited in the tournament, **Acer Predator** reserves the rights to choose any additional teams to participate in the tournament.

3.14.2. Teams must finalize their roster **2 weeks** before the actual start of the tournament. Deadline of final roster submission will be on **March 23, 2021**. Once the final roster has been submitted and declared, no further changes will be allowed unless approved by the Tournament Organizers.

3.14.3. In any case that the team already disbanded, as long as the team/organization holds the same team name, they may still join the tournament.

3.14.4. In any case that the Team/Organization is no longer present or available, the members of the former organization can retain their slots. At least (3) of the original members must be in the active roster for it to be valid.

3.14.5. For an instance that a team is under the same organization, only (1) team can retain the same organization's name, the other team must change their team name.

3.14.6. An officially registered substitute player can replace another player in case of a serious, unpreventable circumstance that renders him/her unable to play during the event.

3.15. Teams must consist of at least three (3) players local to the region they are representing. Players will have to provide proof of nationality using government-issued identification cards. Failure to meet the requirements will result to disqualification of the team.

3.15.1. In a case of a player caught presenting a false identity, the Tournament Organizers will conduct an investigation to verify if the documents provided are legitimate and valid.

3.15.2. If proven guilty, the team and player will be sanctioned with a penalty fine as well as barred entry to any future **Acer Predator Events**.

3.16. Player substitutions will be allowed to all teams during the course of the tournament, as long as the substitutes are officially registered.

3.16.1. Teams are responsible to inform the Tournament Marshals for any substitution on their team. Teams must provide information for who will be substituted and who will be replaced, as well as a valid reason upon requesting substitution.

3.16.2. Tournament Marshals will verify and will have the right to allow or reject the substitution request.

3.16.3. Teams are only allowed to request a player substitution during the start of a match or at the end of the previous match. Substitution during an on-going match will not be allowed.

3.16.4. Substitution is only valid if substitute player has been declared as part of the official roster before the roster change deadline on March 23, 2021.

3.16.5. There will be no restrictions to how many substitutions during the course of a series.

4. Interviews and Media

4.1. Participating teams will be asked by members from the **Acer Predator Media** to appear in a media interview any time during the course of the tournament. By joining the **Asia Pacific Predator League 2020/21 PUBG APAC Grand Final**, players give consent to this arrangement and will honor the given schedule for the Media Interview.

5. Refereeing and Issues

5.1. Schedule and refereeing for every single match are done by the Tournament Organizers and marshals, now to be referred as the "Committee." The Committee will make decisions according to the SUPER (Standard and Universal PUBG Esports Ruleset) Rulebook and inform teams. In extraordinary situations or in situations which are not described here, the Committee will be the one to provide a binding decision.

5.2. From the teams' sides, only the captain or manager can communicate about any issues or controversial situations.

5.3. If there are no requests from captains about a controversial situation within 10 minutes of the match's end, the result is considered to be confirmed. Only the team captains have a right to submit a protest. The captain must provide all the information needed within 15 minutes after the match is finished. Otherwise, the result is considered to be confirmed and beyond discussion.

5.4. Decisions about the controversial situations can only be made by the Committee.

5.5. Decisions made by the Committee are ultimate and out of discussion.

5.6. Once all teams have played a match, there will be no remakes allowed under any circumstance.

6. Disciplinary punishments

- 6.1. Violation of any of the rules, regulations, terms and conditions will result to penalties or disqualifications. Tournament marshal reserves the right to apply penalties according to their judgment and discretion.
- 6.2. If a player is experiencing a bug, they must notify a channel moderator or a tournament admin immediately. Hitting Alt+F4, closing PUBG and reconnecting will fix 99% of bugs. Failure to do so will incur loss of points, temporary suspension, or ban.
- 6.3. Bug abuse is considered cheating and will be automatically disqualified from the tournament.
- 6.4. Cheating is strictly prohibited. No player should be caught manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
- 6.5 Any forms of cheating will be strictly prohibited. Tournament Marshals will supervise every player on the **Discord Competition Area** and will have the right to require the players to share their screens for checking.
 - 6.5.1. At the start of every match, the teams are required to share their screens and will show the **CONTROL PANEL** on their tournament PCs. The Tournament Marshals will then conduct a **SYSTEM CHECK** at least **10 minutes** before a round starts.
 - 6.5.2. Tournament Marshals has also the right to conduct a system check without prior notice.
 - 6.5.3. All apps, programs or software that players will use during the entirety of the tournament should be approved by the Tournament Marshals beforehand.
 - 6.5.4. The Tournament Marshals will have the right to approve or reject the usage of the apps, programs or software.
- 6.6. Account Sharing and Piloting is strictly prohibited. Any players/team caught using different accounts or player not registered or recognized by the Tournament Marshals will result to disciplinary sanctions and fines.
- 6.7. Penalties can be in the following forms:
 - Warning
 - Default loss
 - Disqualification of a player/team from the entire tournament
 - Banned from future tournament organized by Acer Predator and TNC Events
- 6.8. Disqualification means revoking of all rights to participate further in the tournament. Decisions regarding player/team disqualifications will be made by the Tournament Officials, be it admins or organizers.

7. Organizing the Matches

- 7.1. All matches are created by match admin, not later than 15 minutes before the match starts.
- 7.2. Teams and players must be in the lobby 10 minutes before the games start.
- 7.3. Players have a 10-minute break in between games. Countdown starts when the match ended. Players must be back in the lobby and team ready at the end of the 10-minute break. If the timer runs out before a team is ready, the admin can already penalize them with a warning.
- 7.4. In between Rounds 2-3, 6-7 and 10-11, players may take a 15-minute break.
- 7.5. Total game duration – The game lasts until there is only one team left.

Game Settings and Scoring

- Game Settings – PUBG Global – SUPER v2.2.1
- Game used – Playerunknown's Battlegrounds (PUBG)
- Competition method – 16 teams. 4 members per squad. Survival of the fittest.
- Gameplay Rules – Version (Tournament)

- Rounds – 12 rounds (Rounds 1,2,3,7,8,9 – Erangel. Rounds 4,5,6,10,11,12 – Miramar)
- Mode – FPP

Tournament Scoring (Rank Score)

Placement	Points
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9-16	0

(Kill Score) - 1 Point per Kill

Point Draw - In case of a point draw after all 12 rounds of play, the final ranking is determined in order of the conditions here here-forth:

- Compare every tied Team's total Kill Points across all matches played.
- Compare every tied Team's best performing Match based on Match Points.
- Compare every tied Team's best performing Match based on Kill Points

8. Disconnections, Remakes and Stoppage of Play

8.1. During the start of the rounds, the **Tournament Admins** will freeze the countdown timer for **3 Minutes** or until all players are connected. If a player was not able to reconnect after the **3-minute Freeze Time**, the game will have a **remake**.

8.2. If a player disconnected within the **Countdown Timer**, the **tournament admins** will once again freeze the timer for another **1 Minute**.

8.3. In any case that the players failed to re-connect during the countdown timer or freeze timer phase, the round will have an automatic remake. **Remakes** can be done only **ONCE** each round.

8.4. Should the same scenario happen again in a round, the match will now resume regardless of the situation.

8.5. If a teammate disconnects during the match and is unable to reconnect, the game will continue.

8.6. Should all the players from one team unintentionally disconnect during a match if he/she is still alive, the Tournament Marshalls will decide if the game will carry on or if there will be a remake.

8.7. In the event of a server crash, the marshal will remake the game no matter what the circumstances are.

8.8. Teams are not allowed to do bathroom/washroom breaks once the game has started. This can be done in between games during the break given to each team.

8.9. Participating Players, Teams or Organizations are responsible for their own internet connection. In any case of a disconnection due to the connectivity issue, it will be the marshal's decision if the match will proceed or to remake the match.

9. Tables

9.1. Blue Zone

Phase	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
1	90	240	270	0.6	0.35	0.5	0
2	0	90	120	0.8	0.55	0.56	0
3	0	60	120	1	0.6	0.56	0
4	0	60	120	3	0.6	0.56	1
5	0	60	120	5	0.65	0.56	0
6	0	60	120	8	0.65	0.56	0
7	0	60	90	10	0.65	0.56	0
8	0	60	60	14	0.7	0.56	1
9	0	10	160	18	0.001	10	0

9.2 Erangel Settings

Item Spawn Type	Adjustable Ratio & Adjustable Total Number
Spawn Rate Multiplier	1.8
Ammunitions	
Ammunitions	1
- 12 gauge	1
- .45 ACP	1
- 5.56mm	1
- 762mm	1
- 9mm	1
- Bolt	0
- Flare	0
Weapons	
Sniper Rifles	1.65
- Kar98K	1
- Mosin Nagant	1
- M24	1
DMRs	2.25
- Mini14	1
- SKS	1
- VSS	1
- SLR	1
- QBU	1
Assault Rifles	1.3
- AKM	1
- G36C	1
- M416	1
- M16A4	1
- Beryl M762	1
- Mk47 Mutant	1
- SCAR-L	1
- QBZ	1
Hunting Rifles	0
- Win94	1
LMGs	0.4

- DP-28	1
- M249	1
SMGs	0.5
- Bizon	1
- Tommy Gun	1
- UMP45	1
- Micro UZI	1
- Vector	1
- MP5K	1
Shotguns	1
- 2686	1
- S12K	1
- S1897	1
- DBS	1
Handguns	0.45
- Deagle	1
- P18C	1
- P1911	1
- P92	1
- R1895	1
- R45	1
- Sawed Off	1
- Skorpion	1
Throwables	1.4
- Flashbang	1.1
- Frag Grenade	0.7
- Molotov Cocktail	1.1
- Smoke Grenade	1.1
- Spike Trap	0
- Stick Bomb	0
- C4	0
Melee Weapons	1.65
- Crowbar	1
- Machete	1
- Pan	1
- Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
- Panzerfaust	0
ETC	
Sight Attachments	1.1
- Dotsight	1
- Holosight	1
- Scope 2x	1
- Scope 3x	1
- Scope 4x	1
- Scope 6x	1
- Scope 8x	1

- Canted Sight (RMR)	1
Magazine Attachments	0.55
- SR Magazine	1
- AR Magazine	1
- SM, Handguns Magazine	1
Muzzle Attachments	0.75
- SR Muzzle	1
- AR Muzzle	1
- SG Muzzle	1
- SMG, Handguns Muzzle	1
Foregrip Attachments	1.3
Stock Attachments	1.65
- Quiver (Crossbow)	0
- Composite (AR, Vector, MP5K)	1
- UZI Stock	1
- Bulletloops (SG, Win94, Kar98K)	1
- Cheekpad	1
Consumables	
Heal Items	1.1
- Bandage	1
- First Aid	1
- Medkit	1
Boost Items	1
- Energy Drink	1
- Pain Killer	1
- Adrenaline	1
Gas Can	0.35
Equipment	
Backpack	0.65
- Backpack (Lv.1)	1
- Backpack (Lv.2)	1
- Backpack (Lv.3)	1
Helmet	0.9
- Helmet (Lv.1)	1
- Helmet (Lv.2)	1
- Helmet (Lv.3)	1
Armored Vest	0.9
- Armor (Lv.1)	1
- Armor (Lv.2)	1
- Armor (Lv.3)	1.05
Clothing	0
Vehicles	
Buggy	1
Dacia	1
Zima	1
Mirado	1
Motorbike	1

Scooter	1
Motorbike w/ sidecar	0
Tukshai	1
Pickup	1
Rony	1
UAZ	1
Esports Exclusive Vehicle	1
Aircraft	
Motor Glider	0
Watercraft	
Boat	1
Aquarail	1

9.3 Miramar Settings

Item Spawn Type	Adjustable Ratio & Adjustable Total Number
Spawn Rate Multiplier	1.7
Ammunitions	
Ammunitions	1
- 12 gauge	1
- .45 ACP	1
- 5.56mm	1
- 762mm	1
- 9mm	1
- Bolt	0
- Flare	0
Weapons	
Sniper Rifles	2.45
- Kar98K	1
- Mosin Nagant	1
- M24	1
DMRs	2.8
- Mini14	0.95
- SKS	1.05
- VSS	0.95
- SLR	0.95
- QBU	1
Assault Rifles	1.3
- AKM	0.95
- G36C	1
- M416	1.05
- M16A4	0.95
- Beryl M762	1.05
- Mk47 Mutant	1
- SCAR-L	1.05
- QBZ	1
Hunting Rifles	0.65
- Win94	1

LMGs	0.4
- DP-28	1
- M249	1
SMGs	0.85
- Bizon	0
- Tommy Gun	1
- UMP45	1
- Micro UZI	0.95
- Vector	1.05
- MP5K	0
Shotguns	1
- 2686	1
- S12K	1
- S1897	1
- DBS	0.4
Handguns	0.55
- Deagle	1
- P18C	1
- P1911	1
- P92	1
- R1895	1
- R45	1
- Sawed Off	1
- Skorpion	1
Throwables	1.1
- Flashbang	1.3
- Frag Grenade	0.55
- Molotov Cocktail	1.4
- Smoke Grenade	1
- Spike Trap	0
- Stick Bomb	0
- C4	0
Melee Weapons	1.85
- Crowbar	1
- Machete	1
- Pan	1
- Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
- Panzerfaust	0
ETC	
Sight Attachments	1
- Dotsight	1
- Holsight	1
- Scope 2x	1.05
- Scope 3x	1
- Scope 4x	1.05
- Scope 6x	1

- Scope 8x	1.15
- Canted Sight (RMR)	0.75
Magazine Attachments	1.2
- SR Magazine	1.05
- AR Magazine	1
- SM, Handguns Magazine	1
Muzzle Attachments	0.75
- SR Muzzle	1.05
- AR Muzzle	1.05
- SG Muzzle	1
- SMG, Handguns Muzzle	1
Foregrip Attachments	1.25
Stock Attachments	1.65
- Quiver (Crossbow)	0
- Composite (AR, Vector, MP5K)	1
- UZI Stock	1
- Bulletloops (SG, Win94, Kar98K)	1
- Cheekpad	1.05
Consumables	
Heal Items	1.1
- Bandage	1
- First Aid	1
- Medkit	1.05
Boost Items	1.1
- Energy Drink	1
- Pain Killer	1.05
- Adrenaline	1.05
Gas Can	0.35
Equipment	
Backpack	0.95
- Backpack (Lv.1)	0.95
- Backpack (Lv.2)	1.05
- Backpack (Lv.3)	1.1
Helmet	0.8
- Helmet (Lv.1)	1
- Helmet (Lv.2)	1.05
- Helmet (Lv.3)	1
Armored Vest	0.8
- Armor (Lv.1)	0.95
- Armor (Lv.2)	1.05
- Armor (Lv.3)	1.1
Clothing	0
Vehicles	
Buggy	1
Dacia	1
Zima	1
Mirado	1

Motorbike	1
Scooter	1
Motorbike w/ sidecar	0
Tukshai	1
Pickup	1
Rony	1
UAZ	1
Esports Exclusive Vehicle	1
Aircraft	
Motor Glider	0
Watercraft	
Boat	1
Aquarail	1

10. Cash Prize Distribution

10.1. All prize money should ideally be paid out **60 to 90** banking days after the tournament, but it may take as long as **180** days for the payment to be completed. In any case, the distribution may come early as the given dates.

PL20/21 PUBG APAC
Total Prize – 60,000 USD
1^s placement – 37,500 USD
2nd placement – 15,000 USD
3rd placement – 7,500 USD

10.2. After the tournament, the Tournament Organizers will contact the team representative for the prize distribution details.

11. Admin/Organizer Rights

11.1. The organizers may, at their discretion, overrule all rules and change any of the rules as it deems fit without prior notice. Decision of the organizer is ALWAYS final.

11.2. The admin is authorized to instruct and guide the players during the tournament in accordance with this Rulebook.

Glossary

1. **Round** – refers to a single game in PUBG. From the drop up to the Chicken Dinner.
2. **Series** – a set of games within a single match-up. This refers to 4 rounds
3. **Penalties** – a deduction that may result to Point Deduction (total score or round score).
4. **Breaks** – can be identified as bathroom/restroom break or rest.
5. **Pre-Match** – refers to the start of a PUBG round. A 1–2 minute countdown before the actual round starts.
6. **Default** – a result to automatic loss or win.
7. **SUPER** – Standard and Universal PUBG Esports Ruleset. The basis of the official PUBG ruleset for PL 20/21 Grand Finals
8. **Media Day** – days the players and teams are scheduled for interviews.