

Teams must read through and agree to all of the rules in order to be eligible to participate.

General Rules:

Eligible Regions: Three out of four team members must have a permanent legal residence or citizenship status of either the United States or Canada. Each team is allowed to have one member from outside the defined eligible countries.

Eligible Countries:

- United States of America
- Canada

Team Requirements (Names, Logos, and Players): Team names, logos, and player names must meet the following standards. (PlayerOne reserves the right to change your team names, logos, or player names at any time.) Teams also must adhere and meet the following requirements:

- Teams and players must not have any resemblance to any brand or trademark that is not affiliated with the team.
- Teams and players must not attempt to imitate any other player / person inside or outside of the league.
- Teams and players must not include toxic or discriminatory terms in their names. (This includes gender, religion, nationality, ethnicity, race, sexual preference, disabilities, etc.)
- Teams must consist of at least 4 eligible players. (Each team is allowed up to 2 substitutes)
- Teams must submit their playing roster by the defined cut-off date. Emergency subs are not allowed.
- Players are only allowed to play with one team at any given time.

Broadcasting (Twitch, YouTube, Facebook, Mixer, etc.): PlayerOne will be streaming each and every round of the series on Twitch.tv/PlayerOneEsports. PlayerOne does hold exclusive rights when it comes to broadcasting all events. Teams are allowed and encouraged to stream from their own perspective, as long as they adhere to the following guidelines.

- Notify PlayerOne Admins that you will be streaming.
- Minimum 10-minute stream delay
- “PlayerOne’s PAL” or “PlayerOne’s PUBG Amateur League” present in the title.

Punctuality: Punctuality is very important, especially in this series. We will be adhering to a tight schedule and insist that all teams practice punctuality and are on time for each round of play. Please read through the following guidelines:

- Teams will be provided with a complete calendar prior to the start of the season. This calendar will outline all dates and times in which your team's presence will be expected.
- During each day of play, all 4 games will be played in succession, one immediately after the other, until we have played through all 4 games. Please join the new game lobby as soon as possible.
- If your team or any of your players are not in the lobby at the predefined start time, we will start the game without them.

Communication: Communication is key. Please read through and acknowledge the following standards:

- Each member of each team will be invited to our PUBG Amateur League Discord server that is specific to this series. You will be able to communicate with admins, meet other teams, and stay up to date with the latest information and announcements via Discord. It is your responsibility to continuously check the P1 Discord for news, updates, and information pertaining to the series.
- Each team will designate a team captain, which will serve as the main point of contact for their team. It is the captain's responsibility to receive and communicate important information between their team and Player One. This is especially important on game days, as errors or bugs may occur when launching the game.
- If you have any questions or concerns, please reach out to P1E Staff via Discord.
- Failure to properly communicate w/ PlayerOne Staff / Admins can result in issues and penalties.

Technical Issues: PlayerOne is not responsible for technical issues involving hardware, software, or network connectivity.

- Teams and Players are responsible for maintaining proper equipment and network needs.
- We will not be restarting our matches due to technical difficulties or disconnections. If you do get disconnected, you are allowed to reconnect to the game.
- If serious issues occur that affect the server as a whole or a vast majority of the players, P1E will determine an effective solution and relay it out via Discord.

PUBG Amateur League:

Tournament Series Overview: PlayerOne's PUBG Amateur League will run in 3 month cycles.

- **Month 1**
 - A four week series with up to 32 teams. Top 8 from each lobby play in finals for a \$2,500 total payout.
- **Month 2**
 - A four week series with up to 32 teams. Top 8 from each lobby play in finals for a \$2,500 total payout.
- **Month 3**
 - Will consist of a 2 day tournament with the top 16 teams. They will play for \$5,000 total payout.

Tournament Series Format (months 1-2): PlayerOne's PUBG Amateur League will run every Thursday and Friday for 4 weeks. The first 3 weeks function as qualifiers for the 4th week, which will function as the finals.

- 32 Teams will be separated into two 16-team lobbies.
 - Both lobbies will play simultaneously on Thursdays and Fridays.
 - Qualifiers will be run weeks 1-3.
 - Each day of play will feature 4x games - (Erangel, Miramar, Miramar, Erangel)
- Top 8 from each lobby will move on to the finals.
 - Top 3 teams will be paid out at the following increments:
 - 1st = \$1,250
 - 2nd = \$750
 - 3rd = \$500

PAL Relegations: Between Stage I and Stage II, we will conduct a relegation period over two days of play. The teams that do not qualify for Stage I finals will face off against new incoming teams in 8 matches.

- Relegations will be run the weekend immediately after Stage I finals. (8/3/19 & 8/4/19)
- 32 teams will be separated into two 16-team lobbies.
 - Both lobbies will play simultaneously over two days of play.
 - Each day will feature 4x games - (Erangel, Miramar, Miramar, Erangel)
- Top 8 from each lobby in relegations will qualify for Stage II.
 - There is no cost to play in relegations, registration fees for Stage 2 will be collected from qualified teams after final standings are reported.

Tournament Series Format Finals (month 3): The top 16 teams (8 from each lobby / overall if there are repeat teams) will compete in a two day series for \$5,000.

- Top 3 teams will be paid out at the following increments:
 - 1st = \$2,500
 - 2nd = \$1,500
 - 3rd = \$1,000

Entry Eligibility: Up to 32 teams will be accepted into this tournament series. Teams must meet all of the requirements for eligibility.

- Each team must read through and agree to all of the rules laid out by PlayerOne.
- Each team must fill out an application to enter.
- As a part of the application, each team will be required to pay a \$100 registration fee. The fee must be paid via the designated PayPal upon completing the application.

Points: Here is the point system we will be utilizing throughout this series. Points will accumulate for weeks 1 - 3.

Definitions:

Match points: Kill points + placement points.

Kill points: Number of kills the team accumulates during every match.

Total points: Total sum of all match points gained.

- Kills = 1 point each
- Placement:
 - 1st = 10 points
 - 2nd = 6 points
 - 3rd = 5 points
 - 4th = 4 points
 - 5th = 3 points
 - 6th = 2 points
 - 7th = 1 points
 - 8th = 1 points
 - 9th - 16th = 0 points

Tie breakers & Finals Seeding:

- Placement tie-breakers will be settled by the following:
 - Comparing overall total kill points.
 - Comparing overall best match based on match points
 - Comparing overall best match based on kill points
 - Comparing teams kill points in most recent match
 - Comparing teams placement points in most recent match.

- **Finals Seeding:**
 - Following the 3rd week of play in a given months play period, teams will be seeded into finals per their performance during the regular season.
 - If two lobbies are taken into account, both lobbies will be compared side by side and seeded. Upon completion of each team being seeded, the top teams will receive a point value (outlined below) going into finals to reward their regular season performance.
 - 1st = 10 points
 - 2nd = 6 points
 - 3rd = 5 points
 - 4th = 4 points
 - 5th = 3 points
 - 6th = 2 points
 - 7th = 1 point
 - 8th = 1 point
 - 9th - 16th = 0 points

Game Rules:

General Settings:

Server Mode:

- Each game will be played within the “Esports” game mode.

Server Region:

- Each game will be played on NA Servers.

Map:

- Erangel / Miramar

Lobby Size:

- 64 players (16 teams)

Team Size:

- Squads (Teams of 4)

Perspective:

- FPP (First Person Perspective)

Red Zone:

- Red zone will be disabled.

Flare Guns:

- Flare guns will be disabled.

Weather:

- Weather will be set to Sunny.

Spectating:

- Spectating will be reserved for Player One Production Staff and Talent ONLY.
- Public, killer, and dead-player spectating will be disabled.

Loot Settings:

Here are the loot settings that will be applied to our Erangel and Miramar games respectively;

ERANGEL:**Erangel Item Spawns:**

Item Spawn Type	Adjustable Ratio & Adjustable Total Number
Spawn Rate Multiplier	1.8x

Erangel Ammunition:

Ammunition	1x
<ul style="list-style-type: none">• Ammunition - Bolt	0x
<ul style="list-style-type: none">• Ammunition - Flare	0x

Erangel Weapons:

Sniper rifles	1.5x
DMRs	2x
Assault Rifles	1.4x

Hunting Rifles	0x
LMGs	0.4x
SMGs	1.8x
Shotguns	0.9x
Handguns	0.4x
Throwables	1.3x
Melee Weapons	1.7x
Crossbow	0x
Flare Gun	0x

Erangel Attachments:

Sight Attachments	1x
Magazine Attachments	0.5x
Muzzle Attachments	0.7x
Foregrip Attachments	1.2x
Stock Attachments	1.5x
<ul style="list-style-type: none"> • Stock - Quiver 	0x

Erangel Consumables:

Heal items	1x
Boost items	0.9x
Gas Can	0.3x

Erangel Equipment:

Backpack	0.6x
Helmet	0.8x
<ul style="list-style-type: none">• Helmet (Lv.3)	0x (Only found in Care Package)
Armor	0.8x

Erangel Clothing:

Clothing	0x
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Miramar:

Miramar Item Spawns:

Item Spawn Type	Adjustable Ratio & Adjustable Total Number
Spawn Rate Multiplier	1.8x

Miramar Ammunition:

Ammunition	1.1x
<ul style="list-style-type: none">• Ammunition - Bolt	0x
<ul style="list-style-type: none">• Ammunition - Flare	0x

Miramar Weapons:

Sniper rifles	3x
DMRs	3x
Assault Rifles	1.6x

Hunting Rifles	0.8x
LMGs	0..8x
SMGs	1.7x
Shotguns	0.9x
Handguns	0.3x
Throwables	1x
Melee Weapons	1.7x
Crossbow	0x
Flare Gun	0x

Miramar Attachments:

Sight Attachments	1.1x
Magazine Attachments	1.1x
Muzzle Attachments	0.6x
Foregrip Attachments	1.2x
Stock Attachments	1x
<ul style="list-style-type: none"> • Stock - Quiver 	0x

Miramar Consumables:

Heal items	1x
Boost items	1x
Gas Can	0.3x

Miramar Equipment:

Backpack	0.8x
Helmet	0.9x
<ul style="list-style-type: none"> • Helmet (Lv.3) 	0x (Only found in Care Package)
Armor	0.8x

Miramar Clothing:

Clothing	0x
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Circle (Blue Zone) Settings:

We will be utilizing the following circle settings for all of our games.

	<u>Delay</u>	<u>Wait</u>	<u>Move</u>	<u>DPS</u>	<u>Shrink</u>	<u>Spread</u>	<u>Land Ratio</u>
Phase 1	90	180	270	0.6	0.4	0.5	0
Phase 2	0	90	120	0.8	0.55	0.5	0
Phase 3	0	60	120	1	0.6	0.56	0
Phase 4	0	60	150	3	0.6	0.56	1
Phase 5	0	50	120	5	0.65	0.56	0
Phase 6	0	50	120	8	0.65	0.56	0
Phase 7	0	50	90	10	0.65	0.56	0
Phase 8	0	50	60	14	0.7	0.56	1
Phase 9	0	10	160	18	0.001	10	0

CHANGE LOG

Any changes to this ruleset will be listed in this section and players will be updated upon change of the document.

Version	Date Updated	Note
Version 1.0	5/30/2019	Initial ruleset published for S1