

ASIA GAME FESTIVAL

CPL Championship – PUBG

Online Country Qualifier Tournament Operation Plan

Singapore and Malaysia Online qualifier structure:

For all online qualifier country registration links are to include the following information:

Format

- 80 team per region, registration on a first come first serve basis.
- Any excess of teams will be on waiting list if teams do not turn up
- Each squad will consist of FOUR players and an optional substitute player
- Teams will compete in a BO4 (Best of Four) qualifiers to determine winners to Singapore Finals at AGF
- Finals will be BO12 and positions will be determined based on finishing position, and how many kills accumulated during the matches

Game Settings

- A round is defined by a competition between all teams in a pre-selected map and game mode by the organizer until a winner is decided.
- A match is defined by a set of rounds in which teams compete against each other.
- - **Game Mode and Map**

Round	Game Mode	Map
1Round	TPP	MIRAMAR
2Round	FPP	MIRAMAR
3Round	TPP	ERANGEL
4Round	FPP	ERANGEL

- Except for the finals, every match will have 4 rounds per day. è if there are one more match, we use TPP Erangel again

- **2) Bluezone setting**

	Circle Speed		1x		1x		2x
	Delay(s)	Wait(s)	Move(s)	DPS	Shrink	Spread	Land Ratio
PHASE1	90	300	300	0.6	0.4	0.5	0
PHASE2	0	120	120	0.8	0.55	0.56	0
PHASE3	0	90	120	1	0.6	0.56	0
PHASE4	0	60	180	3	0.55	0.56	1
PHASE5	0	60	120	5	0.7	0.56	0
PHASE6	0	60	120	8	0.6	0.56	0
PHASE7	0	60	90	10	0.5	0.56	0
PHASE8	0	60	60	14	0.5	0.56	1
PHASE9	0	60	80	18	0.001	10	0

- 3) Drop Table

WEAPON	
Sniper Rifles	1.3x
Assault Rifles	1.3x
Hunting Rifles	1.3x
LMGs	1.3x
SMGs	1.5x
Shotguns	1.3x
Handguns	1.5x
Throwables	1.3x
Melee	1.3x
Crossbow	1.3x
Flaregun	0x

ATTACHMENT	
Scope Attachments	1.3x
Magazine Attachments	1.3x
Muzzle Attachments	1.3x
Stock, Foregrip Attachments	1.3x

CONSUMABLES	
Med kit	1.3x
First aid	1.3x
Bandage	1.3x
Painkiller	1.3x
Energy Drink	1.3x
Jerry Can	1.3x

EQUIP	
Bag Lv1	1.3x
Bag Lv2	1.3x
Bag Lv3	1.3x
Helmet Lv1	1.3x
Helmet Lv2	1.3x
Helmet Lv3	1.3x
Armor Lv1	1.3x

Armor Lv2	1.3x
Armor Lv3	1.3x

ETC	
Costumes	1x
Ammunitions	1.8x

Placement	Points
1	500
2	410
3	345
4	295
5	250
6	210
7	175
8	145
9	120
10	100
11	80
12	65
13	50
14	40
15	30
16	20
17	15
18	10
19	5
20	0
Kill	15

- **Kill Point: 15 point**
- When there is tied points between the teams, the following in order will determine the rank.
 - 1) Team with higher total kill
 - 2) Team with higher final round total point
 - 3) Team with higher rank in the final round
- SEA Server Region, with AS server as secondary backup
- Players/teams have to inform admins/game marshals on Discord of any disconnections/crashes before the Lobby Timer is up to facilitate a round restart. Failure to do so will mean that the disconnected player(s) would have to rejoin the server and continue on from there

- There will be no round restarts for any disconnections/crashes that happen once the Lobby Timer is up
- The maximum number of restarts is 2
- In the event of a server crash before the end of the round, the round would have to be replayed in its entirety and any Win Points/Kill Points accumulated during that particular round would be discarded

General Rules

- All players are to adhere to the Rules of Conduct as published on the [official PUBG website](#), or risk disqualification. These include, at time of writing:
 - Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual preference or personal beliefs.
 - Do not use extremely foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.
 - Do not make threats of real-world violence or other intended harm to other players or our employees.
 - Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.
 - Do not share personal information about yourself or other individuals.
 - Do not engage in, request, arrange, or offer illegal activities or materials.
 - Do not impersonate other individuals.
 - Do not spam, be it in text or voip.
 - Do not cheat: do not use third party programs, macros, client-side hacks, edited game files or anything else that may give you an unfair advantage in the game. This includes promoting or posting links to websites that provide or promote cheats or hacks.
 - Do not team: teaming is defined as two or more players in the same match working together in a larger group than is intended for the selected game mode.
 - Do not team kill: there is no excuse for non-accidental team kills. If your teammate is breaking these rules, report them to us instead.
 - Do not stream snipe: this is a form of cheating and you will be banned if you do it.
 - Do not exploit bugs or glitches: If you find a bug or a glitch in the game that provides an unfair advantage, let us know about it instead of using the exploit for your own benefit.
 - Do not share your account: your account is for your use and your use alone. Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.
- All players should record or stream the entirety of their gameplay rounds.
- Streams must be set to a delay of 180 seconds.
- Stream VODs should be made available on request.
- If streaming is not possible, you must record your gameplay with any other software available (e.g. NVIDIA ShadowPlay, FRAPS, OBS, etc.).
- Players/teams unable to produce their recorded footage to an admin/game marshal for a reference check will be disqualified.

- Players found to have stream sniped or knowingly utilising game information given by chat participants on stream will be disqualified.
- Players who encounter a glitch (e.g. buildings not loading in and hence able to walk/drive through buildings i.e. noclip) must leave and rejoin the current game session immediately as an attempt to rectify the problem.
- The affected player is not allowed to:
 - Loot, use any weapon/punch, get into vehicles, revive teammates etc.
 - Communicate information of any enemies/vehicle spawns/loot spawns, etc. and their locations.
 - Continue playing the round until the issue is resolved by any means, even if it requires multiple rejoins.
 - The affected player may keep attempting to rejoin the game session until his in-game character is eliminated, or if the round ends.
- Players are strongly advised to screenshot all end-of-round screens and scoreboards.
- Tournament passwords are not to be leaked to non-participants.
- Match fixing to intentionally propel another participant to a higher position is not allowed.
- Any involved parties found guilty of breaking any rule will be removed from the tournament and may be barred from future events/tournaments.
- These rules are non-exhaustive. The organisers reserve the right to add, remove or amend these rules at any point of time, or act on its sole discretion for the best interests of the community and event.

Prize Pool

The top team of the 4 countries excluding Singapore will get airfare and hotel accommodation to Asia Game Fest. At the finals in AGF, these top teams will fight for the top glory to be crown the first PUBG Champion of the region and a piece of the grand money prize pool of SGD10,000.

Placement	Prize money
#1	\$5,000
#2	\$2,000
#3	\$1,000
#4	\$800
#5 - #8	\$300

Registration

- Players/teams are reminded that the Registration T&Cs as accepted during registration are also in effect. For reference, these are: Your details will be used solely for the organisers to contact you and not for any other marketing purposes. Any information collected from our users will not be sold, shared, or rented to others in ways different from originally intended.
- Registration is on a first-come-first-serve basis. Confirmation emails will be sent out to successful registrants after registration is closed. Individuals/teams may be placed on a waiting list, and will be notified as such. Rejected applicants may or may not be contacted.
- Registrations that are incomplete or furnished with inaccurate details will not be accepted. Partial squad/duo registrations will not be considered. Reasons for rejected applications may or may not be communicated.
- In the event of a no-show, the organisers reserve the right to replace you/your team's slot with another available individual/team.
- Please contact us via email should you require any change in submitted registration information, including change of personnel. Any such change request should be made at least 24 hours before your designated Qualifier. Beyond that, substitutions will not be allowed. Players found to be smurfing will be disqualified. No appeals will be entertained.
- Participants must be able to understand and converse in English, which is the language the tournament is hosted in. Failure to do so may result in inadvertent rule-breaking and disqualification from the tournament.
- Participants must be able to collect their prizes in Singapore. If a proxy is sent on their behalf, they must produce a signed letter of authorisation from the winners themselves, and provide sufficient identification.
- Prizes not collected within a month or a specified deadline will be forfeited and the prize distribution will be pushed back to the next placed individual/team onwards.
- The organisers reserve all rights to add, remove or change prizes due to unforeseen circumstances.
- Event dates and/or timings may be shifted due to unforeseen circumstances.
- All participants are required to provide a valid SteamID64 and URL that is linked to their PUBG account. PUBG usernames linked to a different Steam user will not be accepted.
- Steam profiles must be set to public from the time of registration and remain as such until further notice. As this is an online event, any form of VAC/game ban(s) on record would render a player ineligible to participate.
- Should you have any form of VAC/game ban(s) on record, you may appeal to be eligible. Please submit all relevant evidence such as correspondence with Bluehole/BattlEye as well as information on your VAC/game ban(s). All appeals will be reviewed on a case-by-case basis.

- These terms are non-exhaustive. The organisers reserve the right to add, remove or amend these terms at any point of time, or act on its sole discretion for the best interests of the community and event.