



2026 PUBG MOBILE National Championship

Hungary

Spring Season

Game-specific ruleset

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1. General rules

1.1. Purpose of this ruleset

The reason for creating these rules is to provide a framework for the general and game-specific regulations governing the 2026 PUBG MOBILE National Championship Hungary competition, which is part of the official PUBG MOBILE National Championship (PMNC) publishing competition system.

By participating in the tournament, all players automatically agree to the PUBG MOBILE Official Competition Rulebook (available on the official esports website), the PMGO S1 In-game Qualifier Rules found within the in-game system, and the terms outlined herein.

This document and all associated rules are governed by the original English text. Any translated versions are for reference only; in the event of a discrepancy, the English version shall prevail.

The Tournament Organizer reserves the exclusive right to interpret these rules and resolve any ambiguities or discrepancies at its sole discretion.

1.2. Organizer roles

The following partners are responsible for organizing the **2026 PUBG MOBILE National Championship Hungary** competition series:

- Krafton (Game Publisher) - Defining frameworks, general regulations, requirement systems
- Hungarian E-sports Association (HUNESZ) - Operational management, communication, broadcasting.

1.3. Official publisher regulations

By registering for the competition, each team member declares and confirms that they have read and understood all the rules contained in these competition rules and other competition rules referred to herein, as well as all the rules contained in the official [PUBG MOBILE Competition Rulebook](#), and that they accept them as binding.

1.4. Validity of rules

The organizers reserve the right to modify, remove, or otherwise change the rules outlined in this rulebook and the [PUBG MOBILE Competition Rulebook](#), which will be communicated to participants via semi-official channels, social media posts, or official email. The organizer reserves the right to individually judge cases that are not specifically supported or detailed in the rulebook, or in extreme cases, even judge against these rules in order to maintain fair play and sportsmanship.

1.5. Qualification

The overall winner of the 2026 PUBG MOBILE National Championship Hungary will be guaranteed a spot in the European regional finals of the PUBG MOBILE Global Open Eastern Europe and Central Asia Finals to be held in the spring of 2026.

1.6. Basic rules

In addition to the game-specific rules set out in this document, the general and thematic rules of HUNESZ (Hungarian E-sports Association) apply to the stages of **the 2026 PUBG MOBILE National Championship Hungary - Spring Season** (hereinafter: competition, event). These documents are:

- [The Competition Rules of the Hungarian E-sports Association](#)
- [The Disciplinary Regulations of the Hungarian E-sports Association](#)
- [The Code of Ethics of the Hungarian E-sports Association](#)
- [The Hungarian E-sports Association's Ethics and Child Protection Regulations](#)

1.7. Age restrictions

Only persons over the age of 16 may participate in the various stages of the selection process. Players who have not reached the age of 18 by the start of the competition must submit a parental consent form, which can be found here: [HUNESZ Parental Consent Form](#).

All participants are required to send this form to verseny@hunesz.hu prior to the relevant stage of the competition.

1.8. Nationality rules

The competition is primarily open to Hungarian or dual citizens, subject to the variables regarding team composition specified in section 1.9.

- At least three Hungarian players must be included in the full roster.
- A team may include a maximum of three players from within the regional area. (Applicable only in case a team has 6 registered players.)
- A team may not include any player outside the regional area. (Non-regional player)

All details regarding the nationality distribution can be found in rule 1.9

1.8.2. General terms

Hungarian player: A participant who is a Hungarian citizen according to the applicable legal regulations and can prove it, or has an officially registered address in Hungary and can prove it.

Player within the regional area: A participant who is a resident of the countries listed in section 1.8.3 and can prove this with official documents.

Non-regional player: A participant who is a resident of a country other than those specified in section 1.8.3.

1.8.3. List of countries within the region

Armenia, Georgia, Romania, Poland, Albania, Moldova, Hungary, Serbia, Bulgaria, Greece, Estonia, Lithuania, Latvia, Montenegro, North Macedonia, Kosovo, Bosnia and Herzegovina, Croatia, Slovenia, Slovakia, Czech Republic, EEU Others, Kyrgyzstan, Tajikistan, Turkmenistan, Kazakhstan, Mongolia, Uzbekistan

1.9. Team size and starting players

The maximum number of players per team is 6, consisting of 4 starters and 2 substitutes. A team must have at least 4 starters to be eligible to participate in the qualifiers. Players who are not on the team at the start of the qualifiers are not eligible to participate in any stage of the competition.

- In the case of a 4-player team, the teams must have at least 3 Hungarian players and no more than 1 player within the regional area. There must always be at least 3 Hungarian players among the starting lineup.
- In the case of a 5-player team, the team must have at least 3 Hungarian players and no more than 2 players within the regional area. There must always be at least 3 Hungarian players among the starting lineup.
- In the case of a team of 6 players, at least 3 Hungarian players and a maximum of 3 players within the regional area are allowed to register. At least 3 Hungarian players must be included among the starting lineup in all cases.

A player may only compete in one team during any phase of the competition and may only be in an official contractual relationship with one team (of which he or she is a member).

Players from countries outside the region, i.e. countries not listed in section 1.8.3, are not eligible to participate in the 2026 PUBG MOBILE National Championship Hungary

1.9.1. Team captain position

During registration, each team must designate one player as team captain. ("Team Captain"). The Team Captain is responsible for all communication between the team and the Tournament Organizers. The Tournament Organizers may consider any communication from the Team Captain as coming from all players on the team. The Team Captain must always be a player on the team. For clarity, the Team Manager (as defined below) or any Owner may also be the Team Captain, provided that he or she is also a player on the team. The team captain position may only be changed during the competition with the prior written approval of the Organizers.

1.10. Substitute players

Player substitutions are allowed between matches. Once the match has started, all four players listed must participate in the match until the end. A match can only be started with a full roster of 4 players. If a player disconnects from the server, a team can finish the match with 3 players.

1.11. Suspensions

- 1) Suspensions/bans/profile deletions imposed by the publisher override the competition rules and apply to the player even if they were not received in connection with the competition.

- 2) The Hungarian E-sport Penalty Point Code applies to the competition, according to which players may be punished with penalty points, exclusion, or suspension for repeated violations of the rules set out in the Disciplinary Regulations, depending on the case.

1.12. Identification

If the competition judges decide, players must identify themselves with official documents (ID card, address card). Identification may take place during the competition or when a team has reached the next stage of the competition. Refusal to provide identification will result in immediate disqualification.

1.13. Restrictions on organizations

An organization or team may not have any formal or informal financial or contractual relationship with another organization or team competing in the same phase. An organization may only enter one team.

The player who registers a team is considered the owner of the team and its right to participate in the competition stage and subsequent competition stages for which the team qualifies. If the registration is made on the instructions or with the authorization of an organization, the organization may claim ownership of the Team's right to participate, provided that it submits appropriate documentation or certification to support its claim at the request of the Competition Organizers.

1.13.1. Additional ownership rights

No natural or legal person may directly or indirectly hold an ownership interest, operational control or voting rights in more than one Team participating in the competition.

No natural or legal person may (1) grant loans, (2) assume guarantees for debts or obligations, or (3) participate in the financing of more than one Team.

Two teams may not operate under the same name. All team names must be different and unique. Teams using similar logos are required to make them clearly distinguishable.

Family members and other related parties may not be associated with more than one participating team at any time during the competition.

1.14. Communication channels

During the competition, we distinguish between various semi-official/official channels.

- **Email:** The primary official form of communication throughout the competition is email. All important information will be communicated by the organizers through this channel. Address used: verseny@hunesz.hu
- **HUNESZ Intercom Discord:** For faster communication between referees and players during the different stages of the competition. All players are required to join this channel. Available at: <https://discord.gg/N4YSHEJ4Tm>

1.15. Additional restrictions

The owners, senior officers, employees, and close relatives of all such persons as defined in Section 8:1(1)(1) of the Civil Code who are involved in the organization or running of the competition may not participate in the competition as competitors.

2. Competition procedure

The competition consists of an open qualifying round (open to all players), a closed qualifying round (only for those who qualify), a group stage (only for those who qualify), and a final round, all of which take place online.

The organizers reserve the right to modify the various stages of the championship and the number of teams advancing based on the team registrations received by the end of the registration period, and to cancel or add individual stages of the competition. In such cases, the organizers will send a separate official notification to the members of the registered teams each time.

2.1. Registration period

The competition begins with an open registration period, which will be open from February 5, 2026, to March 10, 2026, for all teams that meet the entry requirements. The exact procedures for this are detailed in Rule 3.1. Teams that do not register for the competition during this period will not be able to participate in the competition after the registration period has closed.

2.2. Open qualifying stage

During the 3 days of the open qualifying round, 3 maps will be played each day, out of those only the best map result for each team will be counted. A team can compete on all three days. The best map results achieved on the different days will be added together to determine the final ranking for the open qualifying round. (Example: If a team plays every day, it can participate in a total of 9 maps, of which only the best map result on a given day will be added together, meaning that the results of a total of 3 maps will be counted in the overall ranking.)

Duration of the open qualifying round (March 20, 2026 - March 22, 2026):

- Day 1: March 20, 2026 - 7:00 p.m. CET
- Day 2: March 21, 2026 - 7:00 p.m. CET
- Day 3: March 22, 2026 - 7:00 p.m. CET

2.2.1. Conducting open qualifiers

The matches will be held on the central competition page operated by the game publisher. The number and schedule of lobbies will be determined based on the number of teams registered, with the organizer aiming for lobbies of 16 teams.

The order of the maps each day will be: Erangel, Miramar, Rondo.

2.2.2. Advancement from the open qualifiers

The best teams in the overall rankings at the end of the open qualifiers will advance to the next stage of the competition. The number of teams advancing will be determined

based on the total number of teams registered, and the organizers will share specific information on the officially designated Discord channel no later than the day of the qualifying series.

2.3. Closed qualifying stage

For the teams that advance, a completely new competition with a new ranking will begin, so the results achieved in the previous stage will not be taken into account in this stage of the competition. Similar to the open qualifying stage, the closed qualifying stage will be held over 3 days, with 3 maps played each day, where only the best map result for each team will be counted. A team can compete on all three days. The results achieved on different days will be added together to determine the final ranking for the closed qualifying stage. (Therefore, if a team plays on all days, it can participate in a total of nine (9) maps, where only the results of the best map on a given day will be added together, meaning that the results of a total of three (3) maps will be counted in the overall ranking.)

Duration of the closed qualifying round (March 27, 2026 - March 29, 2026):

- Day 1: March 27, 2026 - 7:00 p.m. CET
- Day 2: March 28, 2026 - 7:00 p.m. CET
- Day 3: March 29, 2026 - 7:00 p.m. CET

2.3.2. Closed qualifying stage

The matches will be held on the central competition page operated by the game publisher. The number and schedule of lobbies will be determined based on the number of teams registered, with the organizer aiming for lobbies of 16 teams.

The order of the maps each day will be: Erangel, Miramar, Rondo.

2.3.3. Advancement from the closed qualifying stage

The top 32 teams in the overall rankings at the end of the closed qualifying stage will advance to the next stage of the competition.

2.4. Group stage

The 32 teams that qualify will be divided into two groups based on their results in the closed qualifying round (if the closed qualifying round is not held due to the number of entrants, the results achieved in the open qualifying round will be taken into account). On both days of the semifinals, the groups will play 5-5 matches in parallel. The total results of the 10 matches played per group will be added up to determine the final ranking of the teams advancing to the next stage of the competition.

Group stage dates:

- Day 1: April 4, 2026 - 4:00 p.m. CET (Groups A and B)
- Day 2: April 5, 2026 - 4:00 p.m. CET (Groups A and B)

2.4.1. Group stage

The matches will be conducted by competition referees in a competition lobby, the

exact start times and lobby slots to be occupied will be shared on the competition's central Discord server.

The order of the maps on both days is: Erangel, Miramar, Rondo, Miramar, Erangel.

Detailed schedule			
Competition stage	Event	Start	End
Group stage	Map #1	16:00 CET	16:35 CET
Group stage	Map #2	16:40 CET	17:05 CET
Group stage	Map #3	17:10 CET	17:45 CET
Group stage	Map #4	17:50 CET	18:25 CET
Group stage	Map #5	18:30 CET	19:15 CET

2.4.2. Advancing from the group stage

Based on the rankings at the end of the group stage, the top eight teams from each group, i.e. a total of 16 teams, advance to the final.

2.5. Final stage

The 16 qualifying teams will compete against each other over two days, with a total of 6 maps being played on each day, meaning that the overall winner will be decided based on the combined results of 12 maps over the two days.

Dates of the finals:

- April 11, 2026 - 16:00 CEST. - 6 maps
- April 12, 2026 - 16:00 CEST - 6 maps

2.5.1. Conduct

The matches will be held in a competition lobby created by the referees, and the exact start times and lobby slots will be shared on the competition's central Discord server.

The order of the maps is: Erangel, Miramar, Rondo, Erangel, Miramar, Erangel.

Detailed schedule			
Competition stage	Event	Start	End
Grand Final	Map #1	16:00 CET	16:35 CET
Grand Final	Map #2	16:40 CET	17:05 CET
Grand Final	Map #3	17:10 CET	17:45 CET
Grand Final	Map #4	17:50 CET	18:25 CET

Grand Final	Map #5	18:30 CET	19:15 CET
Grand Final	Map #6	19:20 CET	19:55 CET

2.5.2. Advancement

The team that finishes first in the final stage will advance to the PUBG MOBILE Global Open EECA Regional Finals stage.

3. Competition Participation

3.1. Registration Process

For open and closed qualifiers, participating teams must follow the registration process below:

1. Step 1: Register on the official competition website.
2. Step 2: Join the competition's dedicated [Discord server](#).
3. Step 3: Join the lobby at the specified time based on the information provided on the central website.

On the registration interface, all players are required to accurately provide the personal data contained in official documents (e.g., ID card), paying particular attention to the correctness of information regarding their last name, first name, place of residence, and age.

3.2. In-game nickname

Each player's nickname must include the team name (or its abbreviation or another word that refers to the team name) and the player's name in the format "TEAMNAME PLAYERNAME". For example, if a player's nickname is "Jani" and they are a member of the "Wildstorms" team, their full nickname will be "WildstormsJani". The player's nickname is determined during registration and cannot be changed during the competition without the prior written consent of the competition organizers. The player's nickname may not contain any offensive, threatening, or derogatory words or expressions in any language. The player bears all risks and responsibilities associated with the use of the name of an organization or intellectual property, in whole or in part, in their nickname. The competition organizers reserve the right to reject any nickname chosen by a player and to ask the player to choose another nickname that complies with the rules of the competition.

3.3. Team name and logo

The team name and logo are provided during registration and cannot be changed during the competition or any subsequent official competition phase for which the team qualifies. However, if an unorganized ("orgless") team is acquired by an organization with legal personality, the team name, logo, and brand may be changed with the approval of the organizers.

All team names must be unique and distinctive. A team name or logo may not contain any offensive, toxic, or hurtful language in any language. The organizers

reserve the right to change a team name or logo if they deem it inappropriate.

3.4. Player verification

All players who advance from the closed qualifying stage of the competition to the group stage will undergo a separate check. At this point, players are required to send official identity documents to the organizers, register in the GAC (Anti-Cheat) system according to the instructions provided, and run it during all further stages of the competition. In cases where a player does not run the GAC software, they will be automatically disqualified.

If the GAC system is required to be run during both the open and closed qualifying stages, the organizers will provide separate information about this prior to the open and closed qualifying rounds of the competition.

4. Game-specific settings

4.1. Lobby settings

- **Game mode:** TPP (Switching to FPP is allowed during the game)
- **Red Zone:** Disabled
- **Flaregun:** Disabled
- **Vague information:** On
- **Sound Visualization:** Off
- **Show skeleton on death:** Disabled
- **ALL Weapons:** 2x
- **Aim Assist:** Off

	Rondo	Erangel	Miramar
Weapon settings	All weapons x2	All weapons x2	All weapons x2
Magazine	x2	x2	x2
First Aid	Default	Default	Default
Vest	Default	Default	Default
Helmet	Default	Default	Default
Playzone Shrink Speed	x1.1	x1.1	x1.1

The use of flare guns and emergency parachutes is prohibited.

All players must ensure that they have downloaded all maps included in the map pool. If a player does not have the appropriate map downloaded at the start of the match, that player will be disqualified from the match in question.

Taking breaks during a match for any reason is prohibited. Players are required to replay the match at the organizer's request. In certain cases, the match must continue even if one or more players are affected by an urgent situation or critical error that would otherwise warrant a replay of the match, even if the situation was not caused by the players' fault.

5. Scoring

Teams can score points on each court according to the following system:

5.1. Kill points

One way to score points is to eliminate the opposing players, with the total number of points collected during the match. One (1) point is awarded for each kill.

5.2. Points for placement

Placement points are awarded based on the final placement achieved on a given map according to the following system:

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

5.3. Points for placement

A team's points on a given map are the sum of Kill points and Points for placement. So:

Kill points + Points for placement = Match points

As a specific example, a team that collects 10 kills and finishes in 3rd place in a match receives a total of 15 match points. (10 + 5 = 15)

5.4. Total points

A team's total points are the sum of the match points earned in a given round, so kill + placement points would determine the outcome of the competition.

5.5. In case of a tie

If two or more teams have the same total points, the final ranking will be determined based on the following order:

1. Within a given competition section, it compares the number of first places obtained in all races.
2. Within a given competition stage, it compares the number of points earned by teams across all maps.

3. Within a given competition stage, it compares the number of kill points earned by teams on all maps.
4. The best position achieved on the last map of a given competition stage.

6. Transfer rules

The basic condition of the transfer rules is that only players who are not yet registered members of a team still in the competition can be added.

6.1. Before the open qualifier stage (Open Qualifier Stage #1)

Before the start of the open qualifier stage (in-game Open Qualifier Stage #1), players are free to form teams and change their player rosters.

6.2. During the open qualifier stage (Open Qualifier Stage #1)

During the first stage of the open qualifier, which will take place on March 20-21-22, 2025, no changes may be made to the team roster.

6.3. Between the open qualifier and closed qualifier stages (Open Qualifier Stage #1 - #2)

Teams that advance to the next stage may not make any changes to their roster between the two stages.

6.4. During the closed qualifier stage (Open Qualifier Stage #2)

No changes may be made to the roster during the closed qualifier stage, which will be held on March 27-28-29, 2025.

6.5. Between the closed qualifier and the group stage (Open Qualifier Stage #2 - Group stage)

Between the end of the closed qualifier stage and the start of the group stage, changes can be made depending on how many players the team currently has.

- For teams of 4: One player may be replaced or one player may be added.
- For teams of 5: One player may be replaced or one player may be added.
- For teams of 6: One player may be replaced.

In all cases, the team may only make 1 change, either replacing or adding a player.

If you wish to **replace or add a player**, you must notify the team captain by **March 31, 2026, at the latest**, by sending an official email to verseny@hunesz.hu. The team captain will be informed by email about further steps and the player data that needs to be provided.

6.6. Group stage and further competition phases

No further changes are possible during the group stage and subsequent stages of the competition (e.g., before or during the final stage in the event of advancement). The team's roster is finalized between the closed qualifying round and the group stage, and the team may only compete with that roster in the subsequent stages of the competition.

7. Rules relating to matches

7.1. Before the match

7.1.1. Player eligibility

Players must pay particular attention to the rules set out in point 3.2, which detail the accuracy of the registration process.

7.1.2. Game version

All players are required to use the latest game version during the cups. Updates must be installed before the start of the cup.

7.1.3. Player devices

Players may only participate in the tournament on mobile phones running the Android or iOS operating systems. The use of any kind of PC emulator is strictly prohibited. The use of tablets, any kind of external aids, controllers, or internal or external additional buttons/devices is strictly prohibited.

Players may not use any peripherals (including, but not limited to, adapters, controllers, Bluetooth keyboards, and mice) without the approval of the tournament organizers. Players may not use third-party software (with the exception of GAC). Players may not use emulators, PCs, or other devices that are not classified as mobile phones. Tournament organizers may monitor players during matches using video call software or other devices.

Any modification of the device's operating system is strictly prohibited, including but not limited to jailbreaking, using Cydia (on iOS devices), or gaining root access on Android devices. Players who violate this rule may be suspended or disqualified from the competition.

7.1.4. Technical Issues

Teams are responsible for their own technical environment (hardware/internet, etc.). Matches will not be postponed or rescheduled due to such issues. If the time limit expires at the starting point of the game, the game will start even if the error has not yet been resolved. If a problem occurs significantly for a large number of players, the match may be replayed, which will be announced by the admins on the tournament's Discord channel.

7.1.5. Disqualification

In order to ensure that the tournaments are as efficient as possible, the organizer reserves the right to disqualify teams. This will be applied, among other things, if a team deliberately prevents a tournament from starting.

7.1.6. Number of players

There must be 4 players from each team in the lobby; the team can start the match without a full lineup.

7.1.7. Match rescheduling, date changes

It is not possible to move the official dates of matches. The dates of all matches and qualifying rounds are fixed and can only be moved by the organizers after prior notification.

7.2. During the match

7.2.1. Use of the GAC Anti-Cheat System

In order to ensure fair and transparent competition, all players are required to use the Game Anti-Cheat (GAC) system during matches. Players must ensure that GAC is active during all competitive matches.

7.2.2. Disconnections

If a player disconnects during a match, the teams may continue playing with the remaining players.

7.2.3. Forfeits

If a team forfeits an entire match (on a given court), it may be penalized with penalty points and may be disqualified from the entire competition.

7.2.4. Accuracy

All participants must be in the lobby at the following times and complete the scheduled anti-cheat checks:

All teams must be ready for the match at least 60 minutes before the scheduled start time.

At least 30 minutes before the start of the group stage, all team members must be present in the voice rooms created on the dedicated Discord server communicated earlier.

Complete anti-cheat checks and voice checks at least 15 minutes before the start of the match.

Be present in the lobby with the full roster (4 players) at least 15 minutes before the start of the first map of the match day.

Be ready in the next lobby within 5 minutes after the previous map has ended.

If a player is not ready to start the match at the specified time, they will be considered absent. In this case, the participant will not be able to participate in the match in question. The entire team may start the match in question if a previously registered substitute player takes the place of the absent player.

7.2.5. Restart

Any technical problems or emergencies must be reported immediately to the tournament organizers, supported by appropriate evidence. Only the tournament organizers may approve a rematch, which may take place in the following situations:

- (A) In the event of technical malfunctions or connection interruptions occurring within the first 3 minutes after the start of the match that are not caused by the player.
- (B) Problems with the loading screen that prevent the game from loading.
- (C) The player is unable to move on the battlefield for 3 minutes after the start of the match.
- (D) The player does not load into the match before the plane takes off.

(E) Players appear directly on the battlefield instead of boarding the plane.

If such a problem occurs, players must immediately report it to the organizers on the official Discord server, providing appropriate reasons and necessary evidence (screenshot or video).

A restart request is only valid if approved by the tournament organizer. Until approval is granted, players must continue the match.

7.2.6. Communication and player support

During the cups, it is mandatory to stay on the [HUNESZ Intercom](#) server, where, by selecting the appropriate roles, you will be able to access the tournament-specific room, where you will receive continuous notifications about the group stage, tournament lobby data, and start times.

Starting from the group stage, players are required to be present in the dedicated voice rooms created by the organizers during the competition and to use this platform for voice communication.

7.3. After the match

7.3.1. Results

All results will be uploaded either automatically or by the referees to the central publishing platform or online database.

Each team must take a screenshot of their results after each match. Failure to send the screenshot at the request of the organizers may result in the invalidation of the team's results.

7.3.2. Referees

All participants must comply with the decisions and rules of the competition organizers, administrators, and referees. All decisions are final, except in cases where the possibility of appeal is clear.

All conversations, whether written or verbal, between organizers, administrators, referees, and players are confidential. Public disclosure or sharing of conversations with outside parties is strictly prohibited, unless permission has been granted.

7.3.3. Match files

All match files (screenshots, demos, etc.) must be kept for at least 14 days after the end of the competition. Manipulation or falsification of match files is strictly prohibited and may be subject to multiple penalties.

7.3.4. Media obligations

During the competition, teams must designate at least one representative for post-match video interviews or other media duties requested by the competition organizers.

Participants will be notified in advance by the organizers of the content, duration, and

timing of these media duties and will be provided with the relevant schedule. Teams are required to appear punctually and participate fully in all scheduled media events.

7.3.5. Possible reasons for disqualification

Violations of the rules will be penalized at the discretion of the competition organizer, as detailed below. In the event of a violation, all decisions will be made at the sole discretion of the competition organizer. Players may be disqualified from the competition if:

- On the day of the match in question, they have not reached the age of 16
- it can be proven that they have attempted to deliberately influence the course/result of the competition in any way, either by colluding with the opposing team or by resorting to deliberate cheating.
- Soft play - Any sign/agreement that the team(s) will not play to the best of their ability in a match.
- Team play - Intentional collusion between one or more teams against one or more other teams. (E.g., pre-arranged drop points)
- Intentional exploitation of bugs
- Creating multiple user accounts and using them simultaneously during the competition.
- Misleading competition judges
- Failure to provide the data necessary for the competition or withdrawal of consent to the processing of data
- Allowing another player to play under your name
- Using offensive or aggressive language
- Competing under the influence of drugs or alcohol
- Placing or organizing bets in connection with the competition
- Modifies the PUBG MOBILE application in any way.
- If your application infringes on anyone's rights or legitimate interests in any way;
- If does not consent to the creation and publication of photo/video/text materials by the organizer
- If you violate any point of these rules before or during the competition
- Additional types of penalties that may result in disqualification are included in the HUNESZ Disciplinary Regulations.

7.3.6. Unprofessional behavior

In addition to the above, players may be disqualified from the competition for the following reasons:

- Harassment
- Sexual harassment
- Discrimination and defamation
- Negative statements
- Disclosure of confidential information
- Immoral behavior
- Bribery
- Failure to comply with the requirements set by the competition organizers
- Manipulation of match results
- Violation of the PUBG MOBILE Terms of Service

7.3.7. Penalties

The following penalties may be applied in the event of a player violating the rules:

- Verbal or written public warning
- Loss of prize(s)
- Exclusion from a match
- Exclusion from the competition
- Temporary suspension
- Disqualification

Failure to comply with or violation of these competition rules is punishable, regardless of whether it was intentional or unintentional. Attempts to disregard or violate the rules are also punishable. The competition organizer will determine which disciplinary measures will be final and binding.

8. Other rules/additions

The organizer reserves the right to modify, remove, or otherwise change the rules outlined in this rulebook without further notice. The league organizer reserves the right to judge on a case-by-case basis any situations that are not specifically supported or detailed in the rulebook, or in extreme cases, even to judge against these rules in the interest of maintaining fair play and sportsmanship.

8.1. Validity of the rules

If any provision of the rulebook is invalid or unenforceable in whole or in part, this shall not affect the validity of the remaining provisions of this rulebook. The invalid or unenforceable provision shall be replaced by an appropriate provision that most closely reflects the intention for which the rulebook was originally created, taking into account the meaning and purpose of the rulebook.

The rules may also be changed if a new patch is released or if common sense and fair play dictate it.

8.2. Confidentiality, secrecy

Any conversations with competition administrators or other correspondence must be treated as strictly confidential. Publication of such conversations or correspondence without the consent of the competition organizers is prohibited.

8.3. Availability

Each team's designated contact person must be available to the competition organizer at the specified email address within 72 hours.

8.4. Team changes

Any changes – e.g., team name, player nickname, roster, team captain, contact person – to the team are only possible with the approval of the competition judges.

8.5. Procedure in exceptional circumstances

In exceptional circumstances (e.g., network or hardware failure), the organizers will decide on the procedure to be followed based on the available data and circumstances. If a significant problem arises affecting one or more players and it is not their fault, the competition organizers will determine the best solution, including whether to continue the competition or set a new date for the match. However,

players who provide false or misleading reports may be disqualified from the tournament.

If a player is unable to participate in a match for any reason and the competition organizers decide not to postpone the match, the team concerned must continue the match without the player in question. If the connection is lost or the player experiencing problems is able to reconnect, they may rejoin the match.

9. Technical preparedness of players.

9.1. Nickname, clan name, game account names

Players' nicknames must be set in the following format: TEAMNAME PLAYERNAME (e.g., WildstormsJani)

Nicknames and game account names chosen by players must not contain or refer to any vulgar, political, or sexual content.

Nicknames, clan names, and game account names that do not comply with the league's values must be changed by the players.

9.2. Multiple user accounts

Each player may have a maximum of one user account and may only compete with one team in the same qualifier during the competition.

9.3. Profile changes

In any case where a profile change is necessary that the user cannot make themselves, this must be reported to the competition judges.

10. Additional rules for teams

10.1. Team replacement

If a team leaves the competition or is eliminated in any way, the competition organizers reserve the right to replace the team. This is possible in the following order:

- a) another team is invited based on the results of a previous stage
- b) a separate qualifying round is held to fill the spot
- c) the spot will not be replaced for other reasons (e.g., replacement is not possible due to time or structural issues)

10.2. Replacement team

Once the designated team to replace the dropped team has been selected, they will be contacted and consulted to determine whether they are able/willing to participate in the competition. If the request is declined, other teams may be contacted.

10.3. Team name

The team name may not contain more than one sponsor name, and even then, only without product designation.

11. Broadcasting

All team members give the competition organizer permission to broadcast and record

their matches live in the PUBG MOBILE game. Each team member grants the tournament organizers a royalty-free, fully paid-up, worldwide right and license (with the right to sublicense) to copy, display, distribute, edit, publish, store, and otherwise use their full name and player name, photograph, image, likeness, avatar, voice, video recording, in-game character, game statistics, and biographical information for copying, displaying, distributing, editing, publishing, storing, and other uses, as well as for creating derivative works based on the aforementioned items, on any existing and future social networks, for the purpose of broadcasting, advertising, or other activities related to the competition.

All team members unconditionally acknowledge and agree that all broadcasts and audio-video recordings of the tournament or any part thereof are the property of the tournament organizer. Appearing in a broadcast or audio-video recording of the tournament does not grant the team member any ownership rights.

Players and teams may not refuse to have their matches broadcast or dictate how their matches are to be broadcast.

11.1. Broadcasting your own game

Broadcasting your own game is not permitted in any stage of the competition.

11.2. Observers

Observers and other persons designated by the organizer (e.g., commentators or streamers) may enter the spectator/observer section of the game.

12. Prize

The winning team of the competition will advance to the PUBG MOBILE Global Open regional competition stage.

13. Changelog