DIGITAL WARRIORS

HONVÉDELMI E-SPORT VERSENY

V4 PUBG CUP 2026

RULEBOOK

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1. Key Rules

1.1. General Regulations

In addition to the game-specific rules contained in this document, the general regulations of HUNESZ (Hungarian Esports Federation) and international esports guidelines apply to the stages of the **V4 PUBG CUP**. These documents are:

- Tournament Regulations of the Hungarian Esports Federation
- Disciplinary Regulations of the Hungarian Esports Federation
- Code of Ethics of the Hungarian Esports Federation
- Ethical and Child Protection Regulations of the Hungarian Esports Federation
- Anti-Doping Regulations of the Hungarian Esports Federation

Available at: https://hunesz.hu

1.2. Age Requirement

Participants must be at least 16 years old to enter the competition. However, players under 18 years of age must fill out the parental consent form (LINK) and send it to verseny@hunesz.hu. If an affected player fails to comply, both the player and their team will be disqualified from the tournament.

1.3. Nationality Rules

In regional qualifiers, players must hold citizenship of the respective region/country (e.g., Polish citizenship for the Polish qualifier, Czech or Slovak citizenship for the CZ/SK qualifier). A player is considered to belong to a given nationality if they can verify it with valid official documents. In the LCQ (Last Chance Qualifier) stage, Hungarian, Polish, Czech, and Slovak teams may all participate. At the LCQ, only homogeneous teams are allowed.

1.4. Bans and Suspensions

Players with an active ban on any associated account on any of the primary platforms cannot participate in any stage of the tournament. The primary platforms are the following: Challengermode, Steam, Ewave.

If a player has a permanent or active ban imposed by the game publisher on any account linked to them, they cannot enter the tournament using another game account either.

Regarding different platforms, several distinct types of bans are distinguished:

- **Steam**: VAC and Game Bans are treated identically, regardless of which game the player received the ban in. If the ban occurred within 1 year relative to the start of the tournament, the player cannot participate; however, if more than 1 year has passed since the ban, the player is eligible to enter. This 1-year ban rule applies exclusively to games other than PUBG.
- **eWave**: If a player has any type of ban on the platform, they cannot register for the tournament.

The Hungarian Esports Penalty Point Code applies to the tournament, under which a player may be suspended for a specific number of matches for repeated rule violations as specified in the Disciplinary Regulations. In the event that a player receives an unwarranted ban resulting purely from a game error, referees may grant an exemption from ban-related rules at their discretion.

Teams who are already qualified to the V4 Finals are not eligible to participate on the LCQ.

1.5. Game Account Usage

Every player must link their eWave profile to their PUBG account; participation in the tournament is impossible without this.

1.6. Anti-Cheat

The built-in game anti-cheat will be used throughout the entire tournament; no additional anti-cheat software needs to be downloaded or run.

1.7. Identification

If referees so decide, players must verify their identity using official documents (national ID card, driver's license, passport, or address card). Identification may occur during the tournament or when a team reaches the next phase of the tournament. Refusal to verify identity results in immediate disqualification.

1.8. Communication Channels

Different official and semi-official channels are distinguished during the tournament.

- **Email:** Email communication is considered official throughout the tournament. All key information will be sent by organizers to players/teams through this channel.
  Address used: verseny@hunesz.hu
- **eWave Discord:** Used throughout the tournament for direct support between players and referees, and later for communicating important pre-match procedures with advanced teams.
  Available at: https://discord.gg/YsXsDHMmU

1.9. Team Roster Structure

Applies equally to all stages. A maximum registration of 6 players per team is permitted, consisting of 4 starters and 2 substitutes. The team must comply with nationality and age regulations.

During qualifiers between tournament phases, in case of technical issues, a maximum of 2 matches can be played with 3 players; if there is no officially registered substitute, the team cannot continue the tournament, and on the 3rd occurrence, the entire team will be removed from the tournament lobby.

2. Tournament Structure and Execution

2.1. General Overview

In the autumn 2026 season, the V4 PUBG Cup will be held for the entire V4 region (Hungary, Poland, Czech Republic, and Slovakia). The international competition consists of regional qualifiers (Polish, Czech-Slovak), an international Last Chance Qualifier (LCQ) tournament stage, and a 2-day V4 Finals. A total of 16 teams qualify for the V4 Finals: 4 teams from the Hungarian qualifier, 4 teams from the Polish qualifier, 4 teams from the Czech+Slovak qualifier, and 4 teams from the V4 LCQ stage.

2.2. Open Qualifier Stage Details

During regional qualifiers (Polish, Czech-Slovak) and the Last Chance Qualifier (LCQ), tournament execution depends on team registration numbers according to the following schedules and formats:

- *V4 Qualifier Dates:*
    - Polish regional qualifiers: 20–21.10.2026 - 18:30
    - Czech+Slovak regional qualifiers: 17–18.10.2026 - 18:30
    - V4 Last Chance Qualifier (LCQ): 24.10.2026 - 16:00

2.2.1. Qualifier Schedule

Exact execution of these tournament stages depends on the number of registered teams. The precise number of lobbies and allocations will always be communicated by organizers prior to the qualifier start based on registered and checked-in teams.

- **For fewer than or exactly 19 teams**
    - The tournament will last 1 day (17.10.2026)
        - Registered teams will be placed into a single lobby, where they play a total of 6 maps according to the following schedule. The TOP4 teams advance to the V4 Finals.

QUALIFIER FORMAT				
PHASE	**Start**	**Duration**	**End**	**Map**
MAP 1	18:30	0:40	19:10	Miramar
MAP 2	~19:10	0:40	~19:50	Miramar
MAP 3	~19:50	0:40	~20:30	Taego
MAP 4	~20:30	0:40	~21:10	Rondo
MAP 5	~21:10	0:40	~21:50	Erangel
MAP 6	~21:50	0:40	~22:30	Erangel

Timings are indicative; subsequent lobby starts will always be continuously announced in designated Discord channels on the day. A 40-minute round assumes 32 minutes of playtime and an 8-minute break.

- **For more than 19, but fewer than or exactly 28 teams registered**
    - The tournament will last 2 days (17–18.10.2026)
        - Registered teams will be seeded into three groups, and teams from two groups will form a lobby for each round. Groups play a total of two maps against each other (so every group participant plays 4 maps total). In this format, all teams gather points into a single overall leaderboard following the schedule below. The top 16 teams advance to Day 2.
        - On Day 2, 6 maps will be played, and the top 4 teams advance to the V4 Finals.

QUALIFIER FORMAT					
GROUP	**PHASE**	**START**	**DURATION**	**END**	**MAP**
Group A vs B	MAP 1	18:30	0:40	19:10	Miramar
Group A vs B	MAP 2	~19:10	0:40	~19:50	Erangel
Group B vs C	MAP 3	~19:50	0:40	~20:30	Miramar
Group B vs C	MAP 4	~20:30	0:40	~21:10	Erangel
Group A vs C	MAP 5	~21:10	0:40	~21:50	Miramar
Group A vs C	MAP 6	~21:50	0:40	~22:30	Erangel

Timings are indicative; subsequent lobby starts will always be continuously announced in designated Discord channels on the day. A 40-minute round assumes 32 minutes of

playtime and an 8-minute break between maps.

- **For more than 28 teams:**
    - The tournament will last 2 days (17–18.10.2026)
        - Teams will be split into multiple lobbies depending on registration numbers, with a total of 6 maps played. The top 16 teams advance to Day 2.
        - On Day 2, 6 maps will be played, and the top 4 teams advance to the V4 Finals.

QUALIFIER FORMAT				
PHASE	**START**	**DURATION**	**END**	**MAP**
MAP 1	18:30	0:40	19:10	Miramar
MAP 2	~19:10	0:40	~19:50	Taego
MAP 3	~19:50	0:40	~20:30	Erangel
MAP 4	~20:30	0:40	~21:10	Miramar
MAP 5	~21:10	0:40	~21:50	Rondo
MAP 6	~21:50	0:40	~22:30	Erangel

Timings are indicative; subsequent lobby starts will always be continuously announced in designated Discord channels on the day. A 40-minute round assumes 32 minutes of playtime and an 8-minute break between maps.

2.2.2. Last Chance Qualifier (LCQ) Schedule

Exact execution of these tournament stages depends on the number of registered teams. The precise number of lobbies and allocations will always be communicated by organizers prior to the qualifier start based on registered and checked-in teams.

- Last Chance Qualifier (LCQ) date: 24.10.2026 - 16:00

- **For fewer than or exactly 19 teams**
    - Registered teams will be placed into a single lobby, where they play a total of 6 maps according to the following schedule. The TOP4 teams advance to the V4 Finals.

LAST CHANCE QUALIFIER FORMAT				
PHASE	**Start**	**Duration**	**End**	**Map**
MAP 1	16:00	0:40	16:40	Miramar
MAP 2	~16:40	0:40	~17:20	Miramar
MAP 3	~17:20	0:40	~18:00	Taego
MAP 4	~18:00	0:40	~18:40	Rondo
MAP 5	~18:40	0:40	~19:20	Erangel
MAP 6	~19:20	0:40	~20:00	Erangel

Timings are indicative; subsequent lobby starts will always be continuously announced in designated Discord channels on the day. A 40-minute round assumes 32 minutes of playtime and an 8-minute break.

- **For more than 19, but fewer than or exactly 28 teams registered**
    - Registered teams will be seeded into three groups, and teams from two groups will form a lobby for each round. Groups play a total of two maps against each other (so every group participant plays 4 maps total). In this format, all teams gather points into a single overall leaderboard following the schedule below. The top 4 teams advance to the V4 Finals.

LAST CHANCE QUALIFIER FORMAT					
GROUP	**PHASE**	**START**	**DURATION**	**END**	**MAP**
Group A vs B	MAP 1	16:00	0:40	16:40	Miramar
Group A vs B	MAP 2	~16:40	0:40	~17:20	Erangel
Group B vs C	MAP 3	~17:20	0:40	~18:00	Miramar
Group B vs C	MAP 4	~18:00	0:40	~18:40	Erangel
Group A vs C	MAP 5	~18:40	0:40	~19:20	Miramar
Group A vs C	MAP 6	~19:20	0:40	~20:00	Erangel

Timings are indicative; subsequent lobby starts will always be continuously announced in designated Discord channels on the day. A 40-minute round assumes 32 minutes of playtime and an 8-minute break between maps.

- **For more than 28 teams:**
    - Teams will be split into multiple lobbies depending on registration numbers, with a total of 3 maps played. The top 16 teams advance to the next stage.
    - The advancing 16 teams play 3 maps in a single lobby. The top 4 teams qualify for the V4 Finals.

LAST CHANCE QUALIFIER FORMAT				
PHASE	**START**	**DURATION**	**END**	**MAP**
MAP 1	16:00	0:40	16:40	Miramar
MAP 2	~16:40	0:40	~17:20	Taego
MAP 3	~17:20	0:40	~18:00	Erangel
MAP 4	~18:00	0:40	~18:40	Miramar
MAP 5	~18:40	0:40	~19:20	Rondo
MAP 6	~19:20	0:40	~20:00	Erangel

Timings are indicative; subsequent lobby starts will always be continuously announced in designated Discord channels on the day. A 40-minute round assumes 32 minutes of playtime and an 8-minute break between maps.

2.2.3. Registration and Brackets Closing

Teams must submit their entry for open qualifiers by 14:00 on the tournament day (two hours prior to tournament start); there is no separate Check-In phase. Registrations will not be accepted after this deadline. Teams cannot be added through separate means past this time limit.

2.2.4. Seeding Logic

Seeding during qualifiers will be randomized; no team will be given priority seeding.

2.2.5. Rescheduling and Forfeit

Rescheduling is not possible in this phase of the tournament; attendance is mandatory at the announced time. If a team is unable to field players for a map for any reason, they will naturally earn 0 points for that map.

2.2.6. Tiebreakers

If a tie occurs based on total points within a specific match, final standings are determined according to the following criteria:

1. Total points earned (Placement + Kill points)
2. Higher placement points earned.

If a tie occurs based on total points within a round, final standings are determined according to the following criteria:

1. Total points accumulated (Placement + Kill points)
2. Total placement points accumulated
3. Total points earned on the most recent map
4. Placement points earned on the most recent map
5. Damage dealt on the most recent map (Higher = better)

2.2.7. Qualification

The TOP 4 teams from the Polish qualifier, TOP 4 teams from the Czech-Slovak qualifier, and TOP 4 teams from the V4 LCQ advance to the V4 Finals (joining the TOP 4 teams from the Hungarian qualification for 16 teams total).

2.3. V4 Finals

The V4 Finals stage takes place over two days with 16 participating teams (4 HU, 4 PL, 4 CZ/SK, 4 LCQ qualifiers), playing 12 maps total. The winner of this stage is crowned the ultimate champion of Digital Warriors – V4 PUBG Cup.

- *V4 Finals Date:*
    - Day 1: 31.10.2026 - start: 16:00 (6 maps)
    - Day 2: 01.11.2026 - start: 16:00 (6 maps)

2.3.1. V4 Finals Schedule

V4 FINALS (BOTH DAYS)				
Phase	**Start**	**Duration**	**End**	**Map**
MAP 1	16:00	0:40	16:40	Miramar
MAP 2	16:40	0:40	17:20	Miramar
MAP 3	17:20	0:40	18:00	Taego
MAP 4	18:00	0:40	18:40	Taego
MAP 5	18:40	0:40	19:20	Rondo
MAP 6	19:20	0:40	20:00	Rondo

Timings in the table are subject to change due to delays before/during matches or fast games, so they should not be treated as fixed times.

Participation of all teams is mandatory on both days of the finals. If a team only participates on the first day, they will be disqualified and disciplinary action may be initiated against them for the violation.

2.4. Match Point System

There are two types of points that can be earned during matches.

Points for Kills

Each kill awards 1 point.

Points for Placement

Placement points are awarded to teams by surviving as long as possible during matches. Points are distributed among placements as follows:

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

**"X" can be replaced by any number greater than 9 depending on the number of teams in the lobby.*

3. Player Roster Regulations

In addition to the key basic rules (see section 1), the following roster regulations apply to different tournament phases.

As a general rule, a team must field at least 50% of its core starters (i.e., 2 out of 4 players) as starters on every occasion. Player replacement/addition processes must be conducted taking this into consideration.

Starter and substitute positions must be designated by the team captain upon qualification via the lineup submission form provided by the organizers.

3.1. Before Open Qualifiers

On the designated tournament platform, a player may be registered with one and only one team and can start the tournament in only one team.

3.2. During Open Qualifiers

During the hours when the competition is actively ongoing, adding players is not permitted.

3.3. After Open Qualifiers / Before Finals Stage

If a team advances from the open qualifiers to the finals, it means they have earned further tournament opportunity in the subsequent stage. A player who qualified as part of a team and actively played (contributing through in-game performance to team qualification) must remain with that same team; switching teams between qualifiers is prohibited (e.g., it is impossible to register as a member of one team in qualifier 1, qualify, leave the team, and play for a new team in qualifier 2).

Roster additions can only be made with players who did not qualify for the same phase (e.g., player transfers between two finals-qualified teams are not allowed; additions can only feature players who did not advance with any team in the qualifier stage or did not participate in any qualifier cup at all).

- For a 4-player roster: A team may add one or two players.
- For a 5-player roster: A team may add one player.
- For a 6-player roster: A team may replace one player.

If teams had 4- or 5-player rosters, only player additions are allowed.

If a person registered as a 5th or 6th player did not play on any map during the open qualifier, they are considered a "new player" and may play for another finals-qualified team in the next phase of the tournament.

3.4. During Finals Stage

On the day of the finals, while tournament play is actively running, player substitutions are not allowed.

3.5. Communication of Roster Changes

3.5.1. Deadlines

Participating teams may indicate change requests according to the following deadlines:

- Between Qualifier and Finals stage: 26.10.2026 - 23:59

3.5.2. Communication Method:

Process for requesting changes: Send email to verseny@hunesz.hu sent by the team captain, containing details of the newly added player.

4. Game-Specific Settings

The tournament will be held in FPP mode.

4.1. Map Pool

- During qualifiers for 19 or fewer teams: Miramar, Taego, Rondo, Erangel
- During qualifiers for 20-28 teams: Erangel, Miramar
- During Finals: Miramar, Taego, Rondo, Erangel

4.2. Match Settings

Match settings are applied based on the official "S.U.P.E.R" rulebook. Lobbies are always generated by the eWave platform; in cases where lobby settings generated on the platform differ from those stated in the rulebooks mentioned above, matches will be played using the actual settings applied by the lobbies.

5. Player Settings

The following rules apply uniformly to all participating players.

5.1. Illegal Scripts

All types of scripts are forbidden during gameplay, including snap tap and similar solutions, nullscripts, as well as:

- ESP Radar hack
- Wallhack
- Speedhack
- Aimbot / Aimhack
- Hitbox manipulation
- Teleportation
- Exploiting game errors (bugs) or glitches for advantage
- Modifying game files (e.g. removing grass or visual elements for better visibility)
- Mouse macro usage – using any mouse macro is prohibited in official matches.
- Any third-party software or tool not permitted by the game publisher that provides an unfair advantage to a player or team is considered cheating and forbidden. Such prohibited software includes Nvidia Profile Inspector, SweetFX, and VibranceGUI.

A participant may be penalized even if a script was present in the config file or game folder without being actively used.

5.2. In-Game Overlays

All in-game overlays providing system utilization/performance metrics (e.g. Discord overlay, Rivatuner overlay) are forbidden. Only FPS-counter overlays are permitted.

5.3. Custom Files

Using custom files is prohibited, including custom models, altered textures, or sound effects. Any modification altering the map or HUD is strictly forbidden.

5.4. Illegal Software and Hardware Devices

Altering game graphics or textures via graphics card drivers or similar tools is prohibited. Installing drivers enabling potential macro usage is strictly forbidden.

5.5. Config Folder Contents

Only config files may reside inside the config folder; everything else is forbidden.

5.6. Illegal Graphical Settings

Using any prohibited hardware or software tool that affects game graphics or textures in any manner is illegal.

6. Bugs and Prohibited Actions

Intentional exploitation of any bug, glitch, or game error is strictly forbidden. The referee team reserves the right to individually examine cases and determine whether the used bug had an actual impact on the match outcome. If confirmed, depending on the situation, this may result in point resetting or disqualification for that match.

7. Match Rules

7.1. Before Match

7.1.1. Nickname

Every player must use their exact eWave nickname in all matches throughout the tournament.

7.1.2. Referee Support

If an issue arises before/during a match, players are entitled to request referee assistance to clarify the situation or attempt to resolve the issue. Common issues include:

- Player profile corrections
- Lobby issues
- Unethical behavior

It is important to contact Referees only for genuine, real issues requiring essential intervention. Unnecessary usage of this option may lead to penalties.

7.1.3. Punctuality

Every match (map) must start exactly at the scheduled time as long as the tournament is in progress, unless referees decide otherwise.

7.1.4. Punctuality in Broadcast Matches

All teams will be informed whether the match they participate in will be broadcast. If a referee does not explicitly state that the match will be broadcast, it must be treated as unbroadcasted.

7.1.5. No-Show

If a team is not ready to start the match at the exact scheduled time, they are considered a no-show. Being ready means that 4 players from the team are present in the lobby.

If 3 out of 4 players joined by the deadline, the team may play a maximum of 2 maps with an incomplete lineup. If two (2) out of four (4) players are missing, the entire team will be removed from the tournament lobby.

7.2. During Match

7.2.1. Player Disconnection/Rehost

If a player disconnects after the plane has departed and cannot reconnect, the team must continue the match without them.

Matches are rehosted only if more than 10% of players in the lobby crash/fail to load simultaneously. For example, in a 16-team (64 players) lobby, a rehost occurs upon 6 player disconnections.

Referees reserve the right to deviate from this rule in specific cases to uphold fair play.

If an affected player cannot join the rehosted lobby, the team must call in their registered substitute submitted during registration (if it is known the player won't return quickly, the sub can be called earlier).

Maximum waiting time during a rehost due to disconnection: 5 minutes.

7.2.2. Match Interruptions

If a match is interrupted due to circumstances beyond player control (e.g. server outage or player disconnection), referees may decide to replay the entire map.

Matches will not be stopped or replayed in cases where player error is clearly established (e.g. inadequate internet connection quality).

7.2.3. Disqualification

To minimize delays between matches (maps), teams may be disqualified for severe delays. However, such decisions will only occur in serious cases (e.g. a team intentionally delaying a match start).

7.3. After Match

7.3.1. Match Protest

Protests serve to address problems related to a match, its outcome, or final result. Examples include reporting intentional insults, incorrect server settings during a match, or other match-related rule violations.

7.3.1.1. Right to Protest

Only players/teams who participated in the match are eligible to submit a protest. Protests must be filed within 5 minutes of match completion.

7.3.1.2. Protest Content and Duration

A protest must explain why it was opened and include all relevant information regarding the incident. One-word, unelaborated protests may be rejected. For example, a simple "they cheat" is not considered a valid protest.

7.3.1.3. Persons Involved in Protest

Only one player per team may write or respond during a protest ticket.

7.3.1.4. Communication with Referee

Any behavior prohibited by the Code of Ethics is strictly forbidden during protest proceedings.

7.3.2. Disqualifications

If referees become aware that a player does not meet conditions or obligations specified in tournament rules, the referee team may issue penalties based on the Penalty Point Code in Disciplinary Regulations.

The referee team reserves the right to investigate cases and immediately disqualify a player/team if the player exhibits conduct incompatible with smooth tournament execution.

If suspicion arises during the tournament that a player intentionally attempted to influence tournament progression/results in a manner incompatible with fair play (e.g. unethical match manipulation, in-game cheating, etc.), referees reserve the right to investigate with the Disciplinary Committee and immediately disqualify the Player. Referees may choose not to conduct evidentiary proceedings in this phase, reserving the right to judge tournament manipulation based on available data and conviction.

7.3.2.1. Possible Reasons for Disqualification

- If a player has not turned 16 on the match day they participate in and has not submitted parental consent documentation.
- It can be proven that a team or any player intentionally attempted to influence tournament progression/results in any way.
- A Player/Team fails to provide required tournament execution data or revokes data management consent.

- If a Player/Team registration infringes upon anyone's rights or legitimate interests in any manner.
- If a Player/Team refuses consent for organizers to create or publish photo/video/text materials.
- If a Player/Team violates any section of these regulations before or during tournament play.

Further penalty types incurring disqualification are detailed in the penalty points annex of Disciplinary Regulations.

8. Other Rules/Additions

Organizers reserve the right to modify, remove, or alter rules outlined in this rulebook without prior notice. Tournament organizers reserve the right to judge cases not explicitly supported or detailed in the rulebook individually, or in extreme cases even rule against these regulations to maintain fair play and sportsmanship.

8.1. Validity of Rules

If any provision of this rulebook is partially or wholly invalid or unenforceable, it shall not affect the validity of the remaining provisions. In place of invalid or unenforceable provisions, appropriate provisions closest to original intent shall apply.

8.2. Confidentiality, Non-Disclosure

All communication between Organizers and Teams/Players must be considered strictly confidential regardless of whether conducted on official or semi-official platforms. Publishing these without Organizer consent is prohibited.

8.3. Availability

Designated team contacts must be available via provided email within 72 hours for league media partners.

8.4. Team Changes

Any team modification – e.g. Team Name, Player Nickname, Roster, Team Captain, Contact Person – requires Organizer approval.

9. Technical Readiness of Players

9.1. Technical Issues

Players are personally responsible for adequate internet connection and hardware devices. Substitutes may be used in case of technical issues.

9.2. Nickname, Game Account Name

Selected player nicknames and game account names may not contain sponsors or reference vulgar, political, or sexual content.

Participants must change player names incompatible with fundamental tournament values upon organizer request. Otherwise, after repeated warnings, the player will be removed from the tournament without further notice.

9.3. Multiple User Accounts

Each player may have at most one eWave user account, and assigned game accounts (PUBG and Steam accounts) must be used throughout the tournament. Exceptions apply only if referees grant exemption under section 1.4.

9.4. Profile Changes

In cases where profile changes are necessary and cannot be completed by the user, issues must be reported via the eWave support system.

10. Additional Team Regulations

10.1. Emergency Substitution Request

In force majeure situations, organizers reserve the right to allow player substitutions beyond predefined roster rules via emergency substitution requests. What constitutes an emergency relies subjectively on organizer discretion, evaluated case-by-case.

Abuse of emergency substitution requests and potential intentional referee deception resulting therefrom will be handled under the strictest penalties.

Emergency substitution requests cannot apply to more than 2 players within the same incident, and extra-ordinary changes under this clause are allowed at most 1 time throughout the entire tournament.

10.2. Team Disbanding, Leaving League

If a team disband during the tournament or leaves it, all prizes pertaining to that stage are forfeited. If a team leaves or gets disqualified, bans may also be imposed for the following season.

10.3. Team Replacement

If a team leaves the tournament or is eliminated, organizers reserve the right to replace the team following this priority order:

a) another team is invited based on results from a previous stage

b) a separate qualifier is held

c) the slot is not replaced (e.g. due to timing or organizational constraints)

If the replacement team is also unable to participate, additional teams may be contacted.

10.4. Team Name

Team names cannot contain more than one sponsor name, and only without product designations. Teams must change team names incompatible with fundamental tournament values upon organizer request. Otherwise, after repeated warnings, the team will be removed from the tournament without further notice.

11. Broadcasting

11.1. Team/Player

Players and teams cannot refuse broadcasting of their match nor dictate how the match should be broadcasted.

11.2. Refusal of Broadcasting

If a team or player refuses match broadcasting, they may face disqualification. If a scheduled broadcast match takes place without broadcast, Referees may decide to replay the match entirely.

11.3. External Stream and Delay

Any player streaming matches from their own POV must apply a delay of at least 7-10 minutes on the broadcast and display the Digital Warriors logo and text on stream. The LCQ and V4 Finals feature official English-language broadcasts.

The process for requesting broadcast rights is as follows:

- Applicant form submission.
- Referee team evaluates request and provides feedback.
- Download and integration of tournament logo (LINK)
- Reporting broadcast statistics.

12. Prize Pool

The prize pool for V4 PUBG Cup is distributed as follows:

A legal entity capable of issuing an invoice is required to claim the prize.

- Total Prize Pool: 3,000 EUR
    - 1st place team: 1,500 EUR
    - 2nd place team: 1,000 EUR

- 3rd place team: 500 EUR

13. Changelog