PLAYERUNKNOWN'S BATTLEGROUNDS tournament ruleset
Logitech G Challenge 2018

- **Mode**: Online
- **Platform**: PC
- **Slots**: 60 SQUADS (240 Players) - 20 Squads per qualifying match
- **Format**: BO3, points system
- **Tournament manager**: **organizacion@logitechchallenge.com**
- **Discord**: **https://discord.gg/zReHvQ6**
- **Dates**: (Check time table at page 6)

	TEAMS	FORMAT	SOUTH CONE	COLOMBIA	MEXICO
CLASIFICATORIA RONDA 1	20	BO3	**25 Sept**	**25 Sept**	**18 Sept**
CLASIFICATORIA RONDA 2	20	BO3	27 Sept	27 Sept	20 Sept
CLASIFICATORIA RONDA 3	20	BO3	28 Sept	28 Sept	21 Sept
FINAL REGIONAL	18	BO3	30/9	29/9	22 Sept

You must be a resident of any of these countries and over 16 years old to participate:

SOUTH CONE REGION: Argentina - Chile - Paraguay - Perú - Uruguay
MÉXICO REGION
COLOMBIA REGION
BRAZIL REGION

The team must be composed by 2 players of the same country (minimum) to represent its country/region.

This ruleset has been designed and modified to fit the typical rulesets used worldwide. If you have any doubts or suggestions please write to us in https://discord.gg/zReHvQ6

Prizes:

1st to 5th places of the REGIONAL FINAL qualify to the ONLINE GRAND FINAL on October 14th.
Grand Final prizes:
1st: USD 3.000
2nd: USD 1.500
3rd: USD 1.000

South cone: 1st to 3rd place of each regional final wins:

1st
4x A40 TR Headset + MixAmp M80
4x G613 Wireless Mechanical Gaming Keyboard
4xLogitech G903 Lightspeed Wireless Gaming Mouse
2nd
4x A40 TR Headset + MixAmp M80
4x G613 Wireless Mechanical Gaming Keyboard
4x Logitech G903 Lightspeed Wireless Gaming Mouse
3rd
4x G560 LIGHTSYNC Gaming Speakers

Mexico and Colombia: 1st to 3rd place of each regional final wins:

1st
4x A50 Wireless Headset + Base S.
4x G613 Wireless Mechanical Gaming Keyboard
4x Logitech G903 Lightspeed Wireless Gaming Mouse
2nd
4x A50 Wireless Headset + Base S.
4x G613 Wireless Mechanical Gaming Keyboard
4x Logitech G903 Lightspeed Wireless Gaming Mouse
3rd
4x G560 LIGHTSYNC Gaming Speakers

Prizes will be delivered within 45 days of the tournament closure. If international shipping is required, this could take a bit more. The organization is not responsible for any charges that may incur in claiming prizes in destination countries.

General terms

By entering the competition all participants agree to the terms of this ruleset.

All the decisions made by the organizator, admins and referees are final and irrefutable.
Any conversations with the organization, referees or admins, written or oral, is confidential. Any divulgation of these comms is forbidden, unless explicitly allowed by the organization.

This ruleset can be updated by the organizer. Any changes will be reported to the signed up teams.

Signup

Signup will be under https://www.toornament.com for the whole tournament. Captains will have to sign their team up and fill in the required information to participate.
Teams are composed of 4 players and 2 substitutes. (Within tournament: players 1 to 4 are main, 5 and 6 are subs).
Within the signup form the captain must tick the "captain" option wherever applicable. In case this is not filled in, player 1 will be presumed to be captain of the team.
Within the required fields there's the DISCORD ID of the captain, this will be in charge of communicating the complaints, issues or whatever the team needs to inform within the tournament's discord.
Teams/players can only participate in 1 qualifier date with no exceptions.
Sign up links: (Choose 1 qualifier date)

- **Cono Sur**:
  - **Date 1:** https://www.toornament.com/tournaments/1556754129465516032/information
  - **Date 2:** https://www.toornament.com/tournaments/1556807295592603648/information
  - **Date 3:** https://www.toornament.com/tournaments/1556815437575962624/information
- **Mexico**:
  - **Date 1:** https://www.toornament.com/tournaments/1556855473163460608/information
  - **Date 2:** https://www.toornament.com/tournaments/1556866401042898944/information
  - **Date 3:** https://www.toornament.com/tournaments/1556871943128203264/information

- **Colombia**:
  - **Date 1:** https://www.toornament.com/tournaments/1556825290434625536/information
  - **Date 2:** https://www.toornament.com/tournaments/1556830540189949952/information
  - **Date 3:** https://www.toornament.com/tournaments/1556846471201579008/information

After sending the signup form, it will remain in pending state until the data sent is verified by the tournament organizer. If everything is correct, signup will be confirmed. In case any problems are found with the information provided, signup will be rejected and the motive will be explained to you.

All submissions will be checked between 08:00hs ART until 01:00hs ART. Confirmation or rejection of applications can take up to two hours. They will be checked on a first come, first serve basis.

Check-in

Check-in will be enabled 1 hour before the start of the tournament. Players will have 45 minutes to check-in within the tournament website.

Captains must remain in the Discord channel at all times while the tournament takes place.

Once the tournament has started, all the participants that haven't checked in will be disqualified, without exceptions.

Lobby creation

When the check-in time is over, players have 15 minutes to enter the lobby. The lobby info will be given out to captains only over DISCORD. Captains will have to pass over the information to their teammates. The in-game nicknames have to match those filled in in the registration form.

Late arrivals and absences

After the 15 minutes given to enter the lobby, the teams that don't have their full roster will be kicked out of the match with no exceptions. The matches always start at the specified time.

Tournament format

Qualifiers

Game: 3 matches will be played. Teams will accumulate points according to their performance (team position) and will earn extra points per kills.

Qualifying to the regional final: The 6 teams that earn the most points in each of the qualifying games (up to 3 games) will advance to the regional final. The resulting 18 teams will play 3 maps and earn points under the same system.

Regional Final

Game: 3 matches will be played. Teams will accumulate points according to their performance (team position) and will earn extra points per kill.

Points distribution:

+15 points per kill
1°: 500 PTS
2°: 410 PTS
3°: 345 PTS
4°: 295 PTS
5°: 250 PTS
6°: 210 PTS
7°: 175 PTS
8°: 145 PTS
9°: 120 PTS
10°: 100 PTS
11°: 80 PTS
12°: 65 PTS
13°: 50 PTS
14°: 40 PTS
15°: 30 PTS
16°: 20 PTS
17°: 15 PTS
18°: 10 PTS
19°: 5 PTS
20°: 0 PTS

Match setup:

Game mode:	FPP
Map	**Qualy:**
	1x Erangel FPP
	1x Erangel FPP
	1x Erangel FPP
	Final:
	1x Erangel FPP
	1x Erangel FPP
	1x Erangel FPP
Revive	yes
DBNO speed	10s
Weather	Sunny
Red zone	No
Weapons (AR)	1,3x
Weapons (SMG & Pistols)	1,5x
Accesories (Scopes)	1,3x
Cosmetic items	No
Región:	SOUTH CONE and BRASIL: SA
	MEXICO and COLOMBIA: NA
Consumables and bags:	1,3x
Ammo:	1,8x

Circle settings:

CIRCLE NUMBER	DELAY	WAIT (S)	MOVE (S)	DPS	SHRINK	SPREAD	LAND RATIO
1	90	300	300	0,6	0,4	0,5	0
2	0	120	120	0,8	0,55	0,56	0
3	0	90	120	1	0,6	0,56	0
4	0	60	180	3	0,55	0,56	1
5	0	60	120	5	0,7	0,56	0
6	0	60	120	8	0,6	0,56	0
7	0	60	90	10	0,5	0,56	0
8	0	60	60	14	0,5	0,56	1
9	0	60	80	18	0,001	10	0

Team captains MUST SEND the replays of each match when the games end. If possible, attach the replays of all players, or at least that of the last one standing.

Sending the match replay:

Press the **WINDOWS key + R**
Paste this in the run command dialog: **%localappdata%\TslGame\Saved\Demos** and press ENTER
You can find the replay files in this folder. Please zip the corresponding folder in any format and send it to **organizacion@logitechchallenge.com** stating team name and in-game name. In case the file exceeds 20mb, please send it to us using https://wetransfer.com/.

Voice Chat:

Team captains must be present in the discord channel during the competition with no exceptions.

We strongly ask that the discord ID's are filled in correctly ("name#3123") to give out the necessary permissions within the discord channel.

We'll provide an exclusive discord channel for the competition.

During the tournament, the management will use Discord to coordinate matches and provide support to players. All complaints and inquiries will be discussed within discord with the captains involved.

Participants are asked to be present in the discord channel 30 minutes before the tournament start in the https://discord.gg/zReHvQ6 channel.

Tournament discord channel: https://discord.gg/zReHvQ6

Tournament schedule:

Approximate tournament length: 3-4 hours. If you can't stay during the whole tournament please consider having substitutes ready.

PUBG	Date	Check in	Check in deadline	1st game start	Peru time	Paraguay time
South Cone						
Day 1	**25-Sep**	20:00 ART	20:45 ART	21:00 ART	ART -2	ART -1
Day 2	27-Sep	20:00 ART	20:45 ART	21:00 ART	ART -2	ART -1
Day 3	28-Sep	20:00 ART	20:45 ART	21:00 ART	ART -2	ART -1
SOUTH CONE Regional Final	30-Sep	14:00 ART	14:45 ART	15:00 ART	ART -2	ART -1
Colombia						
Day 1	**25-Sep**	18:00 BRT	18:45 BRT	19:00 BRT	-	-
Day 2	27-Sep	18:00 BRT	18:45 BRT	19:00 BRT	-	-
Day 3	28-Sep	18:00 BRT	18:45 BRT	19:00 BRT	-	-
COLOMBIA Regional Final	29-Sep	12:00 BRT	12:45 BRT	13:00 BRT	-	-

Mexico						
Day 1	**18-Sep**	18:00 MX	18:45 MX	19:00 MX	-	-
Day 2	20-Sep	18:00 MX	18:45 MX	19:00 MX	-	-
Day 3	21-Sep	18:00 MX	18:45 MX	19:00 MX	-	-
MEXICO Regional Final	22-Sep	12:00 MX	12:45 MX	13:00 MX	-	-

Disconnections:

The tournament management won't take responsibility in case disconnections or technical problems arise among players, except if 75% or more participants can't connect to the game. If this happened the match will be restarted.

In case any player gets disconnected, the match will carry on without that player.

FAQ:

¿What platform is the tournament played on? – **PC**
¿Which mode is it? **- SQUADS FPP**
¿Can i sign-up again if i don't qualify with my team? - **No, you can sign up only once.**
¿Can i play in more than 1 team? **- Participants are allowed to participate in 1 team per tournament.**
¿Can i live stream the matches ? **- Yes, with 10 minute delay and the text "Logitech G Challenge" in the title, plus what the streamer wants to add.**

Fair play and rules violation

The following is a list of rules and unfair practices that could take place during the game. Any player caught in violation of these rules will be warned, suspended or penalized with a loss, under referee discretion.

The use of hacks is absolutely forbidden, in case we find out of any use of these, the involved team will be immediately disqualified from the current tournament and banned from any future ones. STEAM ID's of the involved team will also be reported directly to Bluehole Inc. Any games affected by hacks will be restarted.

Any complaints or reports about cheats or bugs exploits MUST be accompanied by video footage or replay files in which the incident can be checked. Any complaints not supported by video or replay files will be discarded.

Sending the match replay:
Press the **WINDOWS key + R**
Paste this in the run command dialog: **%localappdata%\TslGame\Saved\Demos** and press ENTER
You can find the replay files in this folder. Please zip the corresponding folder in any format and send it to **organizacion@logitechchallenge.com** stating team name and in-game name. In case the file exceeds 20mb, please send it to us using https://wetransfer.com/.

● Intentionally letting an opponent take victory will be penalized severely.
● Detecting rule violations is the sole responsibility of the participants, and they must be reported to the tournament organization immediately.
● Players must not stop a match in course to complain about violations not related to the game in course.

● Rules violation within the game must be reported when they happen. They will be discarded if made afterwards.
● Tournament organization and referees could report violations to the ruleset in the name of participants.
● Unsportsmanlike competition or disrespectful behaviour towards another player or referee will be penalized.
● During the tournament, referees or tournament manager can determine which actions can be considered Unsportsmanlike.
● Any incitement, gesture or bad attitude within the game itself can be penalized by the referee.
● Penalizations are under the sole discretion of the referee.

Equipment failure
● If a player's computer failed during a match, the player can retry connecting to it. If the player can't get back the match will continue without said player.

Misc
• Players can't refuse to be aired in the twitch.tv live stream.
• After each game, there will be a 5 minute break announced in the discord chat by the admins.
• Brackets may be adjusted by the organization when necessary.
• Referees can adjust the ruleset if necessary.
• This ruleset can be updated up to 3 days before the first match.