



# **PUBG Suomi League (PSL)**

**Competition rules**

This version of rules is only a translation and if any conflicts between this and Finnish translation occur the rules are as stated in Finnish. We gladly help with any questions no matter the official language.

**Each participant should read and understand the rules below and behave during the season. Admins have the power to decide in all conflict and sanction situations.**

Tournament organization reserves the right to, in special cases, add, alter, overrule and/or remove any rule stated below to guarantee fair play.

If necessary admins have right to pause the map due to a serious technical problem or other sudden event, such as a medical case.

**Any cheating including teaming with another team or player is prohibited!**

**The organizer may disqualify a player or team if the team or its players have a VAC ban on a primary or secondary account or if reliable material is otherwise provided.**

The final decision on the penalties is always up to the Head admin.

**Violation of any rule will result penalties which may include:**

- Warning
- Point loss
- Disqualification
- Removing a player or team from a tournament
- Player or team ban for PUBG Finland tournaments or leagues.

## **Commitment to the season**

**By participating in the PUBG Finnish League (PSL) you commit to play the entire PSL season.**

**If you do not follow this rule**, the organizer will take action that could result in the loss of your league status and the opportunity to participate in upcoming PSL seasons or other tournaments / events organized by PUBG Finland. Each case is dealt with separately.

## **Communication**

All official communications for the league are done on the PUBG Finland Discord server at #turnausinfo channel. Later as the league starts discussions with teams will take place on separate PSL channels.

Invite link: <https://discord.gg/kp8HwMZ>

The head admin of the tournament is CorottPlus#0112 on Discord which can always be communicated by private messages.

## **1. General rules**

1.1: Game: PlayerUnknown's Battlegrounds, the latest PC version/Esports server A/B.

1.2: VoIP softwares are allowed.

1.3: Any software that modifies game files, affects the status of the game, or provides an unfair advantage to the game is strictly prohibited and justifies immediate removal from the season.

1.4: Scripts are prohibited.

1.5: Abuse of a glitch or game bugs is prohibited.

1.6: If a player has less than one year (365 days) old VAC (Valve Anti Cheat) ban on their primary or alternate account they will not be eligible for PSL.

Also a player must not have a game ban that has been received from a PUBG developer within two years. If a player has an active ban for tournaments, leagues or events organized by PUBG Finland they will not be able to participate either.

1.7: Do not share the password for the game lobby with anyone who is not part of PSL. Sharing a password will result penalties. If you know that the password has been shared with third parties, immediately notify one of the PSL admins.

1.8: Be fair to tournament organizers, players and spectators and avoid unsportsmanlike behavior.

1.9: Arrive on time and ready with the game updated.

## **2.0: Player and team specific rules**

2.1: Players must use an appropriate nicknames! Discriminatory names, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation is not allowed at all.

2.2: Team names and logos must also comply with rule 2.1.

2.3: Team size: 4 main players + 2 substitute players

2.4: Team can edit or add players after registering. The roster will be locked when the team's first PSL game begins.

2.5: Teams are allowed to use its substitute players during the season. In addition teams may use the emergency player once (1) per season.

The emergency player must not belong to another PSL team and emergency player must not have played any games during that season.

2.6: The team must have at least three players online to participate in the games of the day.

If a team does not get three players they will have to wait until third player arrives.

2.7: A team/player can only participate in one group at the beginning of the PSL season. Players can't play with another team as a main/substitute player if they have already played in the first round of PSL Season 7 or later in the season.

If the team has a direct invitation to the season their players cannot participate to the PSL Season 7 with another team.

2.8: Two teams cannot operate under the same organization, team or brand during the PSL season.

2.9.1: Teams cannot have the same logo during a league season. Logos must stand out clearly.

2.9.2: Teams/player (if they play in a different team) cannot have same team tag in the players name during the season.

### **3.0: Schedule**

3.1: The team must register within the time limit before the start of the first game, if required.

3.2: If the team has not made check-in by the deadline, the team will not be eligible to play on that day.

3.3: The team captain may request a special permit to play under full roster on that day if there is good reason. In this case, special permission must be requested from the tournament admins at least 30 minutes before the start of the check-in.

3.4: Organizer reserve the right to change these time frames if needed.

### **4. Breaks**

4.1: There is atleast 7 minute break between the maps when the admin open the new lobby and has announced the start time of the next game on the Discord server.

4.2: The break may also be longer if we encounter technical problems, for example.

4.3: If the entire team or part of the team is missing after the break and they have not informed the reason to the admin the game starts with that lineup.

## 5. Game settings and ingame scoring

### 5.1: Settings

- Server mode: Esports mode/Esports server A/B
- Maps: Erangel, Miramar or Sanhok
- Server area: EU
- Team players: 4 player/Squad
- Perspective: FPP

5.2: The PSL season 7 will be played by the rules of SUPER Global Rules 2020 created by PUBG Corporation. This applies only to ingame map settings!

<https://globalesports.wpengine.com/wp-content/uploads/2020/06/UPDATED-SUPER-v2.1.0.pdf>

### 5.3: In-game scoring

5.3.1: The team earns points for each game according to the scoring system below.

5.3.2: Kill points are awarded to teams based on the number of kills the team accumulates during each match. A team will earn one (1) kill point per kill

5.3.3: Placement points are awarded to teams based on their finishing position at the end of each match. Teams will accumulate placement points based on the following matrix.

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

5.3.4: At the end of the game teams will receive an overall score that takes into account the placement points as well as the points earned from the kills.

#### 5.3.5: **Tie Breaker**

In the event that two or more teams have the same number of total points, the following rules shall be applied to break the tie

1. Compare every tied team's total kill points across all matches
2. Compare every tied team's best performing match based on match points
3. Compare every tied team's best performing match based on kill points
4. Compare every tied team's kill points in the most recent match
5. Compare every tied team's placement points in the most recent match

### 6. Other rules

6.1: All players must have the replay function enabled in-game when you compete. All replays and screenshots from the matches need to be saved for 7 days from the date the tournament ended. PSL admins has the right to request the replay or screenshot at any time within these 7 days.

How to find your replays: press "Windows Key + R" and type  
%localappdata%\TslGame\Saved\Demos

6.2: The game will be restarted if:

- More than 10% of the players in the lobby not making it into the game.
- If two players from the same team cannot join the game
- If the server settings are incorrect
- If all players are marked as "#unknown"
- If the lobby host or caster doesn't make it into the game.

### 7. Protests

7.1: The admin decision can be challenged by dealing with the case with the head admin. Protest against the decision must be made to the admin after the games as breaks are not used to make them. The decision of head admin is final and cannot be challenged.

7.2: All protests must be made within 10 minutes of the last map being completed. Cases will be handled by the admins as soon as possible. Unnecessary protests can be punished. See section 7.3.1

7.3: Possible penalties for false/unnecessary protest

7.3.1: A warning or a 15 point reduction on the final score.

7.3.2: PSL admins may change the penalties if needed.

## **8. Fair play**

8.1: PSL use fair play rules. Blaming, racism and mockery of religion is prohibited and leads to punishment.

8.2: Participants should always respect others.

8.3: If a participant intentionally attempts to sabotage games, other players or tournament organizers the player will be disqualified.

## **9. Broadcasts**

9.1: There is always a 8 minute delay (480 seconds) during the season.

9.2: If you want to stream your own POV of the tournament, make sure you have an 8 minute delay (480 seconds). If the tournament administrator detects that you are streaming with less delay, the team will be penalized with -15 points or a warning.

9.3: Don't reveal game events to viewers!

## **10. Prizes**

10.1 The winner will be responsible for any taxes on the amount of the winnings.

## **PEGI 16**

If the player is under 16 years of age, they need a written permission from their guardian(s). The permit must be presented to the PSL admin before the start of the season or an event.

See the permission instructions at

[http://pubgfinland.fi/liitteet/PSLS7\\_permission\\_instructions.pdf](http://pubgfinland.fi/liitteet/PSLS7_permission_instructions.pdf)

When the season is over, all the permissions will be destroyed. Your information will not be displayed to third parties and will not be used for marketing purposes.

Send the permissions by email [info@pubgfinland.fi](mailto:info@pubgfinland.fi)

The team captain must know the age of all the players in their team, and if a member of the team is under 16, captain must instruct the underage player(s) to seek permission from their guardian(s).

## **DISCLAIMER**

Although PLAYERUNKNOWN'S BATTLEGROUNDS has already left its Early Access phase anything unexpected can still happen. The organizers can make changes to the season or its rules in case of any problems so that the league can be handled as smoothly as possible.

The organizers reserve all rights to change the rules and regulations.  
It is the responsibility of the players to check the latest changes on this channel.  
In extreme circumstances, the organizer reserves the right to change the rules

Problems or questions? We will answer your questions on the PUBG Finland Discord Server #tuki on the channel!

Invite link: <https://discord.gg/kp8HwMZ>

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Rules updated 11.7.2020

### **Changelog:**

| Version     | Date Updated | Note               |
|-------------|--------------|--------------------|
| Version 1.0 | 11.7.2020    | Versio 1.0 created |