

Rule Book

TABLE OF CONTENTS

-Introduction

-General Rules

-Tournament Schedule

-Punctuality

-Match Postponement & Cancellation

-Penalty/Disqualification/Walkover

-Tournament Progression

-Registration

-Open Qualifiers

-Grand Finals

-Match Rules

-General

-Game Settings

-Code of Conduct

-General

-Sportsmanship & Proper Behavior

-Discrimination & Denigration

-Concluding the Competition

-Competitive Integrity Measures

-General

-Sanctions

-General

-Infraction Points

-Competitive Integrity

-In-Game Bugs Abuse

-Disclaimer

-Finality of Decisions

-Rule Changes

INTRODUCTION

GENERAL RULES

Free Fire Esportz Premier Series Tournament is an Online Tournament.

All teams are required to read the tournament rules and regulations.

Participation in the tournament signifies that the team agrees to abide by all the rules and regulations.

Any team that violates the rules will be disqualified from the tournament.

By joining any tournaments organized by Esportz, all teams and participants will allow Esportz to use their image (team logos, participant photos, interview videos etc.) in promotional materials.

Punctuality

All Teams & Players must be in the lobby of the custom room and be ready to play no later than 5 minutes before the match starts. If a team is not ready they will be penalised.

Match Postponement or Cancellation

Matches will begin as scheduled and briefed unless prior notice is given by Esportz org regarding postponement or cancellation

Penalty/Disqualification/Walkover

Teams that are late/not present at the designated time of the match, are considered to be Walkover.

Teams that infringe on the rules will be punished and penalized.

TOURNAMENT PROGRESSION

Registration

- ❖ Registration is free of charge.
- ❖ Registration will be done through Esportz.in Portal.
- ❖ Minimum level 40 is required to enter the Match Lobby.
- ❖ Participants must use a personal account when registering.
- ❖ Each participant can be a member of only one team in the tournament.
- ❖ Team names and nicknames in the game must not contain any explicit/vulgar words.
- ❖ A team must consist of a minimum of four members and maximum of six members.
- ❖ All matches are in Battle Royale Squad Mode.

After Registration

- ❖ Registered team members can't be changed/replaced.
Teams are only allowed to play with players who have been registered. Teams found using multiple accounts will be disqualified.
- ❖ The use of VPNs and other supporting network connectivity applications is not advisable.
- ❖ Players are responsible for their own internet connection and Esportz Premier Series org will not be responsible for any network or connection issues.

Tournament Format

- ❖ Duration of the Tournament will be 15 Days.
- ❖ 144 Total Teams.
- ❖ Week 1 (Qualifiers) - throughout 6 days everyday 6 matches will be played. [Top 2 teams from each group will proceed to Group Stage]
- ❖ Week 2 (Group Stage) - throughout 6 days everyday 4 matches will be played. [Top 6 from each group will qualify to Grand Finals]
- ❖ Grand Finals - for the last 3 days, 5 matches will be played each day.

Points Calculation

Teams will be ranked in their separate groups.

Teams will be allocated points based on points earned at the end of each match.

Tiebreaker

If 2 teams have the same match score, the placement point will be the tiebreaker.

If 2 teams have the same points in your group, the total match points will be the tiebreaker, followed by the total placement points.

Match Point table:

Kill Points	2
--------------------	----------

Placement	Point
1st	20
2nd	17
3rd	15
4th	13
5th	12
6th	10
7th	6
8th	4
9th	3
10th	2
11th	1
12th	0

Game Settings

Squad Mode Battle Royale

Squad Size: Minimum 4 Members and Maximum of 6 players(4 Players and 2 Substitute)

Gun Properties: Off

MATCH RULES

General

Players can use supporting items in the game such as load outs, characters, slot character skills and other skins.

Gun properties will be disabled throughout all matches in the Open Qualifier & Grand Finals.

Use of emulators (Bluestacks, Nox, Memu, etc.) & Ipad is prohibited during the tournament.

Use of illegal programs is prohibited.

It is forbidden to use additional or supporting devices, such as a gamepad or additional buttons such as Controller R1 - L1 and others during the matches.

Flaming / cheating / toxic behaviour is not tolerated. Warnings will be given to the teams that commit such offences. Repeated offences will result in penalties.

Teaming is prohibited. Any team that participates in teaming will be penalized.

The match will continue if a player disconnects or faces any other in-game errors.

CODE OF CONDUCT

General

To maintain a healthy and fair esports ecosystem, it is important for players to behave with a positive attitude towards the Tournament Admin and other players throughout the tournament

Sportsmanship & Proper Behavior

Participants may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, defamatory, or otherwise offensive or objectionable, in or near the match area. Participants are not allowed to use this type of language during any public-facing events, such as interviews. Each offense will incur one to two infraction points, as deemed appropriate by Tournament Admins.

Abuse of Tournament Admins, other participants, or audience members will not be tolerated. Repeated violations, including but not limited to verbal abuse, touching another participant's devices, body, or property will result in infraction point penalties. Participants and their guests (if any) must treat all individuals attending a match with respect.

Discrimination & Denigration

Competitors shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.

Offenders may be immediately disqualified, have up to half of their monetary winnings forfeited, or both of the above

Concluding the Competition

Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion. Teams and Competitors shall not refuse to participate in the tournament for any reason including, without limitation, disagreement with a decision by Garena officials, an accusation of competitive integrity of the tournament, or imperfect playing conditions.

Offenders may have to forfeit the entirety of their monetary winnings from Esportz event, be banned from future Esports events, or both of the above.

COMPETITIVE INTEGRITY MEASURES

General

To ensure competitive integrity, players will be required to follow the steps that will be provided by Tournament Admins

These steps may include:

Monitoring of phone activities during matches

Recording and live streaming of player's POV

Collection and verification of player's national identification documents

Teams who fail to comply with the competitive integrity measures will not be allowed to play and consequently be disqualified

SANCTIONS

General

Unless otherwise specified in the provisions of this Rulebook, when a Player or Team has violated one or several rules, this section will be referred to for the appropriate penalty, where all general penalties are listed and listed in the catalog

Infraction Point

Light Sanctions - 5 Match Points penalty

Moderate Sanctions - 10 Points penalty

Heavy Sanctions - 15 Points penalty

Severe Sanctions - Disqualified

Extraordinary Sanctions - Blacklist

Competitive Integrity

All participants are expected to play at their best at all times within any match of Free Fire in any tournaments conducted by Esportz. Offenders who violate this rule will be subject to penalties from light sanction to extraordinary sanction at the sole discretion of Tournament Admin. The following examples are a non-exhaustive list of offenses:

Collusion - Participants who cooperate with others, including other competing participants to cheat or deceive and gain an unfair advantage are guilty of collusion.

Acts of collusion include, but are not limited to:

Soft play - Any agreement among participants to not play at a reasonable or expected standard of competition in a game

Prior arrangements to split prize money and any other forms of compensation

Receiving information and signals from outside sources during a match

Deliberately losing any match for compensation

Hacking - Any modification of the Garena Free Fire game client, including using any 3rd party apps to grant in-game advantages

Exploiting - Deliberate abuse of in-game bug to gain an advantage

Looking at spectator monitors or mobile phones of other participants

Smurfing - Using another player or participant's account

Intentional disconnect without any officials' approval

In-Game Bugs Abuse

In the event whereby a player were to encounter a bug, a remake will only be offered when all of the following conditions are met:

The bug is game-breaking and causes a player (or multiple players) to be unable to play the game in a normal manner. A non-exhaustive list of game-breaking bugs include:

Being clipped through the floor and executed

Being stuck on objects (windows, launchers, etc)

Being killed by fall damage after unexpected behaviors from driving vehicles

The Tournament Admin promptly notified of the bug when it occurs.

The bug occurs when no other players in the match have been killed yet.

The bug is not triggered with malicious intent by the player.

The following bugs will lead to an immediate punishment:

Forcefully spawning a Gloo Wall at a location you have no direct line of vision to - for example, throwing the Gloo Wall at a building's wall from outside to force-spawn a portion of the Wall inside the building, or to throw the Gloo Wall at the ceiling of a building to force-spawn the Wall on the floor above.

Killing of an enemy who is in down-state by shooting at the area above him

Any remake will be offered only at the sole discretion of the Tournament Admin

Teams who deliberately abused the bugs may be immediately disqualified, have their monetary winnings forfeited, or both of the above

DISCLAIMER

Finality of Decision

All decisions regarding the interpretation of these rules, player eligibility, scheduling of the tournament, and penalties for misconduct, lie solely with Tournament Admin, the decisions of which are final.

Rule Changes

These rules may be amended, modified or supplemented by Tournament Admin, from time to time, in order to ensure fair play and the integrity of the tournament.