



PUBG MOBILE
Campus Championship
Bangladesh 2020
Competition Rules

(Version 1.0)



PUBG MOBILE CAMPUS CHAMPIONSHIP BANGLADESH | COMPETITION RULES

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BACKGROUND AND PURPOSE

Proxima Beta Pte. Limited (“**Proxima**”) owns the rights to distribute the mobile game *PlayerUnknown’s Battlegrounds Mobile* (“**PUBG MOBILE**”) worldwide (except in Korea and Japan) and has created the PUBG MOBILE Campus Championship Bangladesh 2020 (“**Campus Championship**”) to serve as the official competition platform for PUBG MOBILE collegiate-level esports in Bangladesh. The Campus Championship will provide an esports platform to showcase some of the best competitive PUBG MOBILE players from colleges in cities all over the country. The Campus Championship will provide exposure to students across colleges, and allow them to compete with other students in a way that shines a spotlight of fame and glory on talent at the campus level.

These PUBG MOBILE Campus Championship Bangladesh Competition Rules (“**Competition Rules**”) establish the general rules, terms and conditions applicable to the play of PUBG MOBILE at all Campus Championship events. They include rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Competition Rules include (1) the general terms set forth in Sections 1 - 11 below (“**General Terms**”), and (2) the specific terms in the attached Appendices. The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Terms and all other Appendices.

These Competition Rules apply to and are binding on: (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team (“**Team**”) to participate in the Campus Championship in accordance with the Campus Championship Esports Registration Procedures and Rules included as part of the registration process located at <https://pubgmobilebangladesh.com/register> (“**Registration Rules**”) and (2) each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to in these Competition Rules as the “**Team Members**”.

Teams will be selected to participate in the Campus Championship through various mechanisms. Most Teams will be selected to participate based on placement in the online qualifiers described in these Competition Rules. Teams may also be selected based on other criteria developed and administered by Proxima from time to time.

These Competition Rules apply to online qualifiers, quarter finals, semifinals, finals play, and any other Campus Championship tournament, match, game or event (“**Tournament**”).

These Competition Rules and the Registration Rules form a contract between a Team Member and Proxima. Each Team Member must read, understand, and agree to these Competition Rules and the Registration Rules before participating in any Tournament.

BY PARTICIPATING IN ANY TOURNAMENT, YOU AGREE TO THESE COMPETITION RULES AND THE REGISTRATION RULES. IF YOU DO NOT ACCEPT THESE COMPETITION RULES AND THE REGISTRATION RULES, AND ABIDE BY THEM DURING YOUR PARTICIPATION IN THE TOURNAMENTS, YOU WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE CAMPUS CHAMPIONSHIP 2020.



GENERAL TERMS

1. Acceptance of Competition Rules

1.1. Acceptance

1.1.1. Each Team Member must agree to these Competition Rules and the Registration Rules in order to participate in the Campus Championship. A Team Member may accept these Competition Rules by registering to participate in the Campus Championship in accordance with the Registration Rules or by participating in any Tournament.

1.1.2. A Team Member may be asked to sign an acknowledgment form before the Tournament begins. This form confirms that the Team Member has accepted and agreed to abide by these Competition Rules and the Registration Rules. A Team Member's failure or refusal to sign an acknowledgment form when asked to do so may result in sanctions, including: (i) disqualification of the Team Member or the Team Member's Team from the applicable Tournament; (ii) forfeiture of any and all prizes earned by the Team Member or such Team Member's Team; and/or (iii) forfeiture of the Team Member's or the Team's slot in the Campus Championship or the applicable Tournament. A Team Member who is not asked to sign an acknowledgement form may accept these Competition Rules and the Registration Rules by registering to participate in the Campus Championship in accordance with the Registration Rules or by participating in any Tournament, as provided in Section 1.1.1.

1.2. Changes to Competition Rules

The field of esports and the mobile games that are played in esports are changing rapidly, and these Competition Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and the updates to PUBG MOBILE. Accordingly, Proxima may update, amend or supplement these Competition Rules from time to time; and may interpret or apply these Competition Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these Competition Rules will be provided to each Team Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these Competition Rules to other Team Members. Participation in the Campus Championship will constitute acceptance of the changed rules, instructions and guidance.

1.3. Enforcement of the Competition Rules

Proxima has retained a third-party tournament organizer ("**Tournament Organizer**") to operate Campus Championship Tournaments. The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament ("**Campus Championship Officials**") and for ensuring compliance with these Competition Rules and the Registration Rules.

1.4. Privacy Policy

Proxima will collect, store and use a Team Member's personal information in accordance with the Privacy Policy for PUBG MOBILE in effect, which is available at



<https://pubgmobile.proximabeta.com/privacy.html>.

2. Players

2.1. Eligibility

- 2.1.1. Player Age.** In order to be eligible to participate in a Tournament as a player, an individual must have reached 16 years of age or older (i.e. the player has lived for at least 16 calendar years) as of the Tournament start date. If a player is 16 years of age or older but under the age of majority in Bangladesh before the start of the, he or she may still compete in the Tournament if (1) he or she meets the other eligibility criteria in these Competition Rules and the Registration Rules, and (2) a parent or legal guardian accepts these Competition Rules and the Registration Rules on behalf of the player, and consents to the player's participation in the Tournament using a parental consent form provided by the Tournament Organizer.
- 2.1.2. Ranking and Level Requirement.** All players on a Team's roster must have held a level for PUBG MOBILE of "Level 20" or above and a ranking for PUBG MOBILE of "Platinum V" or above, in any mode (TPP or FPP), at the time of registration for the Campus Championship.
- 2.1.3. Multiple Teams.** Players may not play for, or contract with, more than one Team at a time. If a player enters into such an arrangement or contract, Campus Championship Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.
- 2.1.4. Residency Requirement.** The Campus Championship is open to all legal Residents of the People's Republic of Bangladesh who meet the eligibility requirements in these Competition Rules or the Registration Rules.
- (A) **Resident Defined.** A player is considered a "**Resident**" of Bangladesh if the player is a lawful permanent resident of Bangladesh under the applicable laws of Bangladesh.
- (B) **Certification of Residency.** All players shall certify their residency during the registration process by providing proof of residency as defined below. Campus Championship Officials reserve the right to request legal proof to verify a player's age, residency, college enrollment or compliance with other eligibility requirements in these Competition Rules or in the Registration Rules.



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- (C) **Proof of Residency.** In order to be certified as a Resident by Campus Championship Officials, a player must prove lawful residency in Bangladesh with a valid identification document (e.g. driver's license, passport, national identity card) issued by a governmental authority of a jurisdiction in Bangladesh or have a valid residency visa (i.e., work visa, athlete visa, student visa).
- (D) **Residence Requirement Violations.** Each Team is responsible for ensuring that its players meet the applicable residency, student status and other eligibility requirements. It shall be a violation of these Competition Rules, by both the Team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency or student status. Such a violation will subject the Team and/or player to disciplinary measures as outlined in these Competition Rules and the Registration Rules.

2.1.5. Student Status. In order to participate in the Campus Championship, a player must be enrolled in a study leading to an associate, bachelor's, master's or doctorate degree at a college or university located in Bangladesh. A college may have more than one Team participating in the Campus Championship and multiple teams from each college are encouraged to register.

2.2. No Tencent, Krafton or Tournament Organizer Employees

Team Members may not be employees of Tencent Holdings Limited ("**Tencent**"), Proxima, Krafton, Inc. (formerly Bluehole), the Tournament Organizer or any of their respective affiliates at any point during the Campus Championship competitive season.

2.3. Player Names

A player's gamer tag or in-game nickname ("**Gamer Tag**") must consist of the player's Team name (or acronym or other word representative of the Team name) and player name in the format of "TEAMNAMEPLAYERNAME". For example, a player named "Lucky" on team "All Stars" might have the Gamer Tag "ASLucky". Gamer Tags will be selected at the time of registration and may not be changed at any time during the Campus Championship without the prior written approval of the Campus Championship Officials. A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful. A Gamer Tag may not include all or part of a corporate or college name or make use of the trademarks or other intellectual property of Proxima, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or college name or the intellectual property of a third party in or as part of a player's name or Gamer Tag shall be with the player. Campus Championship Officials reserve the right to reject any Gamer Tag selected by a player for any reason and to require the player to select an alternate Gamer Tag that complies with these Competition Rules.



2.4. Registration

All players must comply with the Registration Rules to be eligible to compete in any Tournament.

2.5. Tournament-Related Events

The Tournament Organizer and Proxima shall have the right to require players to cooperate in carrying out various media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by Proxima or the Tournament Organizer in connection with the marketing and promotion of the Campus Championship and/or PUBG MOBILE (“**Media Events**”), provided that these Media Events do not unduly interfere with a player’s game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Organizer or Proxima. The Tournament Organizer shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3. Teams and Owners

3.1. Roster Requirements

3.1.1. Starters. Each Team is required to maintain, at all times during the Campus Championship, four players in the Team’s starting lineup (“**Starters**”). Campus Championship Officials shall have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register four players, which is the maximum number of players allowed.

3.1.2. Minimum Roster Requirement. All Starters must be eligible to participate in all Tournaments. Teams must at all times comply with the minimum roster requirement during the Campus Championship. If at any point a Team’s roster falls below four players, the Team will be subject to disqualification or other sanctions, unless given permission to drop below the minimum roster by Campus Championship Officials, at their sole discretion.

3.1.3. Team Captain. Each Team must designate one player as its captain when completing the online registration process (“**Team Captain**”). The Team Captain will be responsible for all Team communications with Campus Championship Officials. The Campus Championship Officials may rely upon any communications from the Team Captain as being made by and on behalf of all players on the Team. The Team Captain must at all times be a player on the Team’s roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team’s roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the Campus Championship Officials.



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3.1.4. Team Manager. Each Team is required to maintain and keep under contract, at all times during the Campus Championship, one person who will act as the Team’s manager (“**Team Manager**”). The initial Team Manager will be the person designated when the Team completes the online registration process. The Team Manager will be responsible for all logistical and operational communications between Proxima and the Owners of such Team. Proxima and the Tournament Organizer may rely upon any communications from the Team Manager as being made by all Owners of the Team. The Team Captain and any Owner are eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Proxima and the Tournament Organizer.

3.2. Submission of the Roster and Team Registration

Before the start of the Campus Championship, each Team must register its roster using the online tools provided by Proxima. No changes to a Team’s roster will be permitted after a Team’s registration has been processed without the prior approval of the Campus Championship Officials (including for changes due to sickness, etc.).

3.3. Team Names and Logos

The Team’s name will be selected at the time of registration and may not be changed at any time during the Campus Championship without the prior written approval of the Campus Championship Officials. All Team names must be different and unique. Neither a Team’s name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate or college name or make use of the trademarks or other intellectual property of Proxima, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a Team will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the Team is properly licensed to use such third party’s intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or college name or the intellectual property of a third party in or as part of a Team name shall be with the Team. Campus Championship Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these Competition Rules.

3.4. Owners

3.4.1. Ownership of the Slot in the Campus Championship. The Owner(s) who registered the Team in accordance with the Registration Rules shall be deemed by Proxima and the Tournament Organizer, for purposes of the Competition Rules and Registration Rules, to be the sole owner(s) of the Team and the Team’s slot in the Campus Championship. Accordingly, if a Team wins the right to progress to the next stage of competition in the Campus Championship, that right is owned by the Team and its Owner(s), not by the players or any other person or entity.



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3.4.2. Transfer of the Team. The Owner(s) cannot sell, assign or transfer the Team, the Team's slot in the Campus Championship and the other rights and privileges granted in the Competition Rules and in the Registration Rules (in whole but not in part) to a third party without the prior written consent of the Tournament Organizer.

3.5. Concurrent Ownership

3.5.1. Rules on Concurrent Ownership. To preserve the competitive integrity of the Campus Championship, the following rules apply:

- (A) No individual or entity may have an ownership interest, operational control or voting control, directly or indirectly, of more than one Team.
- (B) No individual or entity may (i) lend money to, (ii) guarantee the debts or obligations of, or (iii) participate in the financing of more than one Team.
- (C) No two Teams may operate under the same Team name. All Team names must be different and unique. Teams using similar logos must make them clearly distinct.

3.5.2. Exceptions to the Rules on Concurrent Ownership. Any exceptions to the foregoing rules shall require the prior written approval of Proxima.

3.6. Notice of Extraordinary Events

Each Owner each shall notify Proxima and the Tournament Organizer as soon as practicable of any suspected or actual breach of the Competition Rules or Registration Rules by the Team or any of its other Owners (or any person acting by or on behalf of any of them) that has, or could reasonably be expected to have, a material and adverse effect on the Campus Championship, PUBG MOBILE or any of the Proxima Parties.

4. Apparel

4.1. Official Uniforms Required

Team Members shall, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). No Team Member shall remove, replace or cover any part of his or her official Team uniform without the prior approval of a Campus Championship Official, except that jackets and hats may be removed by players during Tournament competitions. The Tournament Organizer reserves the right at all times to impose a ban on apparel that is deemed to conflict with these Competition Rules, including the sponsorship restrictions in Section 5 and the Code of Conduct in Section 6.

4.2. Team Apparel Design and Requirements

4.2.1. Team uniforms shall be designed and manufactured by each Team at its own expense.

4.2.2. The Team's logo must appear in a conspicuous position on the front side of the uniform.



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- 4.2.3. The Tournament Organizer will review and has the right to propose modifications to all Team uniforms. The Tournament Organizer will review, for instance, whether the uniform pattern conforms to these General Terms, the Campus Championship's minimum aesthetic standards; and whether the size, position, number, and content of the logos are appropriate.
- 4.2.4. Players must wear long pants and closed toe shoes during a Tournament.
- 4.2.5. The Tournament Organizer may provide players with Campus Championship-themed apparel before the start of a Tournament. These Campus Championship uniforms are primarily to be used for interviews and Campus Championship-related events during non-match periods. In addition, if the uniform of any Team does not conform to relevant design requirements of the Tournament Organizer, such Team may temporarily wear the Tournament Organizer-provided or Campus Championship-themed apparel during a Tournament, and the relevant Team shall be provided with a grace period to modify its uniform design.
- 4.2.6. Coaches (if any) must wear business attire during any Tournament or while attending public-facing events in his or her capacity as a coach of a Team.

4.3. In-Game Apparel

After a player leaves the in-game lobby, his or her character must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effect are not permitted inside the game.

4.4. Refusal of Entry

The decision of the Tournament Organizer on all matters relating to uniforms and apparel that are worn during any Tournament or while attending public-facing events, including Media Events, is final and binding. The Tournament Organizer reserves the right to refuse entry or continued participation in a Tournament to any Team Member who does not comply with the apparel rules in this Section.

5. Sponsorships

5.1. Prohibited Sponsors

Teams and players are encouraged to develop relationships with sponsors. However, in order to preserve the integrity of competition in the Campus Championship and the reputation of PUBG MOBILE and Proxima, neither a Team nor any Team Members shall enter into any sponsorship, endorsement, advertising or related agreement with any person or entity that is determined by Proxima or the Tournament Organizer to conduct business within any product or service category that is prohibited. A list of prohibited product or service categories ("**Red Flag List**") will be provided by the Tournament Organizer and may be updated from time to time. Players are prohibited from endorsing or having any other commercial association with any of the products and services in the categories on the Red Flag List and may not include any of these products or services in any streaming of PUBG MOBILE or on any apparel worn during any Online Event that is streamed.

5.2. Initial Red Flag List

The initial Red Flag List, which may be updated from time to time, includes: drugs and drug paraphernalia, tobacco products, gambling and casinos, alcohol, pornography, any



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business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming; any product or service prohibited by applicable law, any competitor of Tencent or its affiliates, any games that are not published by Tencent or its affiliates, and any esports leagues, tournaments or events, other than the Campus Championship.

5.3. Decisions Relating to the Red Flag List

Proxima or the Tournament Organizer may, in its sole judgment, reject or terminate a player's right to display an advertisement or sponsorship on or adjacent to any stream of PUBG MOBILE or on any camera-visible apparel worn during any Online Event.

5.4. Unauthorized Use of Trademarks

Nothing in these Competition Rules or the Registration Rules grants, by implication, waiver, estoppel, or otherwise, to a Team Member any right or license to use the name PUBG MOBILE, or any other trademark, trade name, or logo owned by or licensed to Proxima or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to Proxima or its affiliates is prohibited and a breach of these Competition Rules. A Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Proxima, the Tournament Organizer or any of their respective affiliates.

5.5. Campus Championship Sponsors

If requested by the Tournament Operator, players are required to wear jackets, jerseys, hats, and warm-ups that feature the Campus Championship sponsors in all Online Events that are streamed.

6. Code of Conduct

6.1. Conduct Generally

6.1.1. High Standards for Professionals. All Teams and Team Members must always observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, Campus Championship Officials, the Tournament Organizer, the media, sponsors and fans.

6.1.2. Competitive Integrity. All Teams and Team Members are always expected to compete to the best of their skill and ability in any Tournament Game.

6.1.3. Sanctions. A violation of these Competition Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer and Campus Championship Officials regarding violations of these Competition Rules are final and binding.

6.2. Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

6.2.1. Collusion. Any form of collusion by any Team Members is prohibited. Examples of collusion are:



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- (A) Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
- (B) Pre-arranging to split prize money and/or any other form of compensation.
- (C) Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.

6.2.2. Cheating. Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, hand signals, talcum powder and cell phone screen protectors, etc., shall be deemed cheating.

6.2.3. Exploiting. Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at the Tournament Organizer's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE.

6.2.4. Ringing. Playing under another player's account or Gamer Tag or soliciting or inducing someone else to play a under another player's account or Gamer Tag, is prohibited.

6.2.5. Vulgar or Hateful Speech. A Team Member may not, during an Online Event, Media Event or in any communication relating to the Campus Championship or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any streaming of PUBG MOBILE. This rule applies to speech in Bengali, English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

6.2.6. Violence. Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted against any competitor, fan or Campus Championship Official.

6.2.7. Drugs and Alcohol. The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and, in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Team Member is required to report any violation of this rule to the Tournament Organizer.



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- 6.2.8. Gambling.** Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, the Campus Championship. Team Members are not allowed to (i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) associate with high volume gamblers, or deliver information to others that might influence their bets.
- 6.2.9. Studio Interference.** During live streams no Team Member may interfere with lights, cameras or other studio equipment.
- 6.2.10. Unauthorized Communications.** Players may not text/email or use social media during any match, game or event. During the match, communication by a player shall be limited to the other players on the Team.
- 6.2.11. Identity.** At all public-facing Tournaments, a player may not cover his or her face.

6.3. Unprofessional Behavior

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

- 6.3.1. Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.
- 6.3.2. Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 6.3.3. Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 6.3.4. Negative Statements.** Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the Campus Championship, Tournament Organizer, Proxima or its affiliates, sponsors, or PUBG MOBILE.
- 6.3.5. Confidentiality.** Without the consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Proxima or the Tournament Organizer to the Team Member in relation to the Campus Championship. Team Members shall be obligated to keep confidential the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of Proxima and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Proxima or the Tournament Organizer to a Team Member concerning



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or related to PUBG MOBILE, the Campus Championship, any Tournament or Media Event which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Proxima or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and Proxima or the Tournament Organizer, and other similar information that is withheld from fans in order to preserve the “reveal” during the Campus Championship.

- 6.3.6. Illegal Activity.** Team Members are always required to comply with all applicable laws. A Team Member may not engage in any activity which is in violation of laws, regulations or public health or public security rules.
- 6.3.7. Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the Tournament Organizer, is unethical, immoral or disgraceful.
- 6.3.8. Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, Campus Championship Official, the Tournament Organizer or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.
- 6.3.9. Gifts.** No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.
- 6.3.10. Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the Tournament Organizer or the Campus Championship Officials.
- 6.3.11. Match-Fixing.** No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum penalty in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these Competition Rules, that Team Member must immediately report this request to the Tournament Organizer.
- 6.3.12. Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. A Team Member will be in violation of these Competition Rules if he or she knowingly provides false or inaccurate information to the Tournament Organizer. A Team may be subject to sanctions if the documentation is not completed to the standards set by the Tournament Organizer,.
- 6.3.13. Term of Use.** Any conduct that (a) violates the Terms of Use for PUBG MOBILE; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; (c) violates any public health policy or testing, tracing or treatment protocols adopted by the Tournament Organizer; or (d) interferes with use of PUBG MOBILE by others is prohibited and a violation of these Competition Rules.
- 6.3.14. Dropouts and Refusals to Participate.** If a Team Member or Team registers for,



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or agrees to participate in, the Campus Championship, he, she, or it may not, without the prior written consent of the Tournament Organizer, drop out or refuse to participate in any Tournament Game or other related event that is held during the Campus Championship. An unexcused absence from a Tournament Game after the registration process is complete may result in sanctions, as provided in Section 6.4 below.

6.4. Disciplinary Action and Sanctions

- 6.4.1. Investigations by the Tournament Organizer.** The Tournament Organizer will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches. By agreeing to these Competition Rules, each Team Member agrees to cooperate with the Tournament Organizer in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these Competition Rules, the Registration Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.
- 6.4.2. Sanctions.** If the Tournament Organizer determines that a Team Member or a Team has committed a violation of these Competition Rules or the Registration Rules, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) Tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Tournaments or other events related to PUBG MOBILE or other video games or esports properties owned or controlled by Proxima or its affiliates.
- 6.4.3. Repeated Infractions.** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the Campus Championship.
- 6.4.4. Final Determinations.** Unless expressly stated otherwise, offenses and infringements of these Competition Rules and the Registration Rules are punishable, whether they were committed intentionally or unintentionally. Attempts to commit such offenses or infringements are also punishable. The Tournament Organizer's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

7. Use of Names and Likenesses

7.1. Grant of Rights by Team Members

Each Team Member hereby grants Tencent, Proxima, the Tournament Organizer and their respective affiliates permission to live-stream, broadcast or record his or her play of PUBG MOBILE at any Tournament or part thereof. Each Team Member hereby further grants to Proxima and the Tournament Organizer a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store and otherwise use and display his or her full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (a) the broadcast or streaming of any coverage of all or any part



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of a Tournament; (b) the marketing and promotion of the Campus Championship or any Tournament or part thereof; and (c) the marketing and promotion of PUBG MOBILE.

7.2. Ownership of PUBG MOBILE Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams, broadcasts and audiovisual recordings of any all or any part of a Tournament are owned by Proxima or its licensors. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

7.3. Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to Proxima or the Tournament Organizer with respect to the operation of, or improvements for, the Campus Championship, a Tournament or PUBG MOBILE. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement signed by Proxima, create any confidentiality obligation for Proxima or the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Proxima, Proxima shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise.

8. Limitations of Liability

8.1. No Punitive Damages

To the maximum extent permitted by applicable law, neither Proxima, the Tournament Organizer nor any of their respective affiliates or licensors (collectively, the “**Proxima Parties**”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these Competition Rules, the Registration Rules, the Campus Championship, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE, even if a Proxima Party is at fault and even if a Proxima Party is aware of the possibility of such damages.

8.2. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the Proxima Parties arising out of or in connection with these Competition Rules, the Registration Rules, the Campus Championship, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed 50,000 BDT. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Proxima neither assumes, nor authorizes the Tournament Organizer or any other person or entity to assume on Proxima’s behalf, any liabilities in addition to those liabilities expressly set forth in this Section 8.2.

9. Dispute Resolution

9.1. Governing Law



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These Competition Rules will be governed by the laws of Hong Kong, SAR, without reference to its laws relating to conflicts of law. Subject to Section 9.3 (Arbitration), courts in Hong Kong shall have exclusive jurisdiction to determine any disputes arising out of, under, or in relation to, the provisions of these Competition Rules.

9.2. Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, Campus Championship scheduling and staging, and disciplinary action or sanctions for misconduct lie solely with the Tournament Organizer or, at the option of the Tournament Organizer, with Campus Championship Officials. The decisions of the Tournament Organizer and/or the Campus Championship Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

9.3. Arbitration

Any dispute, controversy, or claim arising in any way out of or in connection with these Competition Rules or the Registration Rules will be referred to and finally resolved by binding arbitration administered by the Hong Kong International Arbitration Centre under the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force when the notice of arbitration is submitted (“**Arbitration Rules**”) in Hong Kong. The arbitration tribunal will consist of one arbitrator to be appointed in accordance with the Arbitration Rules. The seat of arbitration will be Hong Kong and the arbitration will be conducted in English. The arbitration tribunal will have no authority to award damages excluded by these Competition Rules in Section 8. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

9.4. Remedies

Notwithstanding the foregoing, Proxima or the Tournament Organizer shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by Proxima or the Tournament Organizer of any of the provisions of these Competition Rules or the Registration Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member or Team be entitled to enjoin or restrain Proxima or the Tournament Organizer from operating any Campus Championship event, conducting any Tournament or Media Event or distributing any streams, broadcasts or other audiovisual content. Neither Tencent nor any of its affiliates, group companies or licensors has any fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these Competition Rules and the Registration Rules to any property of any person or entity, other than Proxima.

10. Communication with Proxima and Tournament Organizer

10.1. Prompt Communication



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There may be circumstances where prompt communication between the Team Member and the Tournament Organizer, a Campus Championship Official or Proxima is required, including, for example, in circumstances where the location of a particular game or event must be moved at the last minute and circumstances involving the health or safety of players, fans or others. Accordingly, each Team Member agrees to respond to any request from Proxima, Tournament Organizer or a Campus Championship Official which solicits information or a response from such Team Member (whether such request is sent via phone call, text message, voice mail, email, Discord, WeChat or any other medium of communication for which a Team Member has provided contact information to Tournament Organizer or Proxima) (“**Official Requests**”) in accordance with the terms set forth in this Section 10 of the General Terms.

10.2. Official Requests via Registered Email

Team Member shall respond to any Official Requests sent from any email address of Proxima or Tournament Organizer within one business day of receiving such Official Request.

10.3. Urgent Official Requests

Notwithstanding Section 10.2 above, if a Team Member receives three Official Requests regarding a particular matter via at least three different mediums of communication within a four hour period, such Team Member must respond to at least one such Official Request within twelve hours of receiving the last (i.e. the third) of such Official Requests.

10.4. Deemed Receipt of Official Request

Any Official Request sent via email, text message, voice mail, Discord or WeChat will be deemed to have been “received” by a Team Member one hour after the time it is sent (as recorded on the device from which it was sent). Any Official Request that Proxima, Tournament Organizer or a Campus Championship Official provides (or attempts to provide) via phone call will be deemed to have been “received” by a Team Member thirty minutes after the time such phone call is made (as recorded on the device from which it was made) whether or not such phone call is answered by the applicable Team Member at such time.

10.5. Failure to Respond to an Official Request

A Team Member’s failure to respond in a timely manner to an Official Request received in accordance with this Section 10 will be deemed a violation of these Competition Rules and a waiver or forfeiture of any rights or benefits the Team Member may have related to the matter or issue described in such Official Request. Proxima or Tournament Organizer may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of those disciplinary actions outlined in Section 6.4. All decisions regarding violations of this Section 10 are at the sole discretion of Proxima and Tournament Organizer.

11. Interpretation and Construction

11.1. Tournament Organizer’s Right of Interpretation

Any matters relating to the Campus Championship or PUBG MOBILE that are not covered



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by these Competition Rules or the Registration Rules shall be subject to an interpretation made by the Tournament Organizer and provided to the Teams from time to time in the form of an update to, or interpretation of, these Competition Rules or the Registration Rules.

11.2. Additional Terms

Players may be required to accept additional terms from the Tournament Organizer in order to participate in Tournaments. Proxima will collect, store and use a player's personal information in accordance with the Privacy Policy for PUBG MOBILE in effect for the Bangladesh. Play of PUBG MOBILE is subject to compliance with the Terms of Use/ End User License Agreement in effect for Bangladesh. Proxima reserves the right to change or update these Competition Rules or the Registration Rules at any time, and to modify or cancel some or all the Tournaments, in its sole discretion, at any time.

11.3. Business Judgment

Whenever these Competition Rules or the Registration Rules grant, confer or reserve to Proxima or the Tournament Organizer the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Proxima and the Tournament Organizer will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Proxima and the Tournament Organizer and the short and long term interests of the Campus Championship, PUBG MOBILE and the businesses and activities of the affiliates and group companies of Proxima and the Tournament Organizer. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Proxima, the Tournament Organizer or any Campus Championship Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Competition Rules or the Registration Rules.

11.4. Conflicts

In the event of a conflict in interpretation between these Competition Rules and the Registration Rules, these Competition Rules shall control. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of Proxima (as determined by Proxima) shall control.



APPENDIX 1 - GLOSSARY OF TERMS

“**Arbitration Rules**” means the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force at the time a notice of arbitration is submitted under Section 9.3.

“**Campus Championship**” means the PUBG MOBILE Campus Championship Bangladesh 2020.

“**Campus Championship Officials**” means the officials, referees and administrators designated by the Tournament Organizer to operate a Tournament.

“**Competition Rules**” means (a) these PUBG MOBILE Campus Championship Bangladesh Competition Rules, including the General Terms and each Appendix attached hereto; and (b) any updates, amendments or supplements to the foregoing.

“**Feedback**” means suggestions, comments or other feedback.

“**FPP**” means the “First Person Perspective” game mode of PUBG Mobile.

“**Gamer Tag**” means a Team Member’s gamer tag or in-game nickname.

“**Media Event**” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by Proxima or the Tournament Organizer in connection with the marketing and promotion of the Campus Championship and/or PUBG MOBILE.

“**Online Event**” means any online Tournament (including the qualifiers, quarterfinals, semifinals or finals).

“**Owners**” means any individual or group registered as an owner of a Team during its registration for the Campus Championship.

“**Proxima**” means Proxima Beta Pte. Limited.

“**Proxima Parties**” means Proxima, the Tournament Organizer or any their respective affiliates or licensors.

“**PUBG MOBILE**” means the mobile game “*PlayerUnknown’s Battlegrounds Mobile.*”

“**Red Flag List**” means the list of prohibited product or service categories.

“**Registration Rules**” means the PUBG MOBILE Campus Championship Bangladesh 2020 Esports Registration Procedures and Rules, including any updates, amendments or supplements thereto, located at <https://pubgmobilebangladesh.com/>

“**Starter**” means any of the four players in a Team’s starting lineup.

“**Team**” has the meaning specified in the Background and Purpose section above and includes the four-person squad that participates in the Campus Championship.

“**Team Captain**” means the player for a Team that is designated as captain during its registration for the Campus Championship.

“**Team Manager**” means the individual designated as manager of the Team during its registration for the Campus Championship.

“**Team Members**” means each Team’s players, managers, coaches, and Owners.



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“Tournament” means any Campus Championship tournament, match, game or event.

“Tournament Game” means an instance of competition of PUBG MOBILE that is played until all but one participating Team is eliminated or disqualified.

“Tournament Organizer” means any third-party tournament organizer designated by Proxima to operate a Tournament.

“TPP” means the “Third Person Perspective” game mode of PUBG Mobile.

* * *



APPENDIX 2 – CAMPUS CHAMPIONSHIP STRUCTURE

The Glossary of Terms in Appendix 1 has helpful definitions and explanations that are applicable to this Appendix.

1. Overview

Each Team will compete against other Teams for a spot in the Campus Championship. Teams will qualify to participate in Campus Championship through various mechanisms. Most Teams will be selected for entry into the Campus Championship based on placement in the PUBG MOBILE Campus Championship Bangladesh 2020 Online Qualifier. Teams may also be selected to participate in Campus Championship based on other criteria developed and administered by Proxima from time to time.

2. Registration

All players must register (as a group with their teammates) for the Campus Championship through <https://pubgmobilebangladesh.com/>. Teams that compete in the PUBG MOBILE Campus Championship Bangladesh 2020 In-Game Qualifier without registering through <https://pubgmobilebangladesh.com/> are not eligible for the Campus Championship. A player in the Campus Championship may not compete for more than one Team.

3. Campus Championship Phases

3.1. Phase 1: In-Game Qualifiers

The PUBG MOBILE Campus Championship Bangladesh 2020 Online Qualifier will take place over a period of five days. Each registered Team is expected to play 15 Classic mode matches. The best scores of your Team's ten best matches will be considered. In a tie, other parameters including kills, survival time and accuracy, among others, will be considered to qualify for the next round. If a Team fails to complete ten matches, their score will be adjusted in a manner to be determined by Campus Championship Officials. The top 256 Teams will qualify to the next round.

Teams that compete In-Game Qualifier without registering for the Campus Championship in accordance with these Competition Rules and the Registration Rules will not be eligible for the PUBG MOBILE Campus Championship Bangladesh 2020 Online Playoffs.

3.2. Phase 2: Online Qualifiers – Round 1

The top 256 Teams from the PUBG MOBILE Campus Championship Bangladesh 2020 Online Qualifier will be divided into 16 groups. The Teams in each group will play two games against each other, and the eight Teams in each group on the basis of highest cumulative score will move on to Round 2 of the PUBG MOBILE Campus Championship Bangladesh 2020 Online Playoffs.

Phase 3: Quarter Finals – Round 2

The top 128 Teams will be divided into eight groups, with each group playing three total matches. The top eight Teams with the best cumulative score in each group proceed to the PUBG MOBILE Campus Championship Bangladesh 2020 Semi-Finals.



Phase 4: Semi Finals

The top 64 Teams will be divided into four groups and each group will play five matches. Top four Teams from each group with the highest cumulative score will move on to the PUBG MOBILE Campus Championship Bangladesh 2020 Grand Finals.

Phase 5: Grand Finals

The top 16 Teams will play 15 matches over three days. The Team with the highest cumulative score will be announced as the winner of the PUBG MOBILE Campus Championship Bangladesh 2020.

4. Scoring System

4.1. Scoring

Scoring for each Tournament Game will be based on each Team’s final kill count and in-game placement as set forth below.

Scoring System			
1 Kill = 1 Point			
End Game Placement Points			
Placement	Points	Placement	Points
1	15	9	1
2	12	10	1
3	10	11	1
4	8	12	1
5	6	13	0
6	4	14	0
7	2	15	0
8	1	16	0

The scoring system in this Appendix may be updated from time to time by Proxima or the Tournament Organizer in their sole discretion. Team Members should check this Section from time to time for the latest updates.

4.2. Ties During the Campus Championship

Ties between two Teams during any phase of the Campus Championship will be determined in the order of (a) total accumulated kills across all Tournament Games, (b) best performing Tournament Game based on total points, (c) best performing Tournament Game based on total kills, (d) total kills in the last-played Tournament Game, and (e) placement in the last-played Tournament Game.

5. Tournament Prizes



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Prizes may be awarded to successful Teams and individual players at or following a Tournament. In general, the prizes earned by a Team or player will be delivered directly to the Owners of the Team, and the Owners shall be responsible for dividing the prize and paying it to players and others who contributed to the victory. All prizes will be paid in Bangladeshi Taka. Each Team or player that has been declared the winner of a prize in the Tournament will not be an official winner unless (a) the Team or player is eligible to receive the prize under applicable law; (b) the winning player executes (or has a parent or legal guardian execute) an affidavit of eligibility, liability release, any required tax forms and/or any other documentation required by Proxima; and (c) the Owners of the winning Team execute an affidavit of eligibility, liability release, and/or any other documentation required by Proxima. Failure to sign and return all prize documentation to the Tournament Organizer or Campus Championship Officials may result in forfeiture and loss of the prize. The failure to take delivery of any prize within a reasonable time after the close of the Tournament may result in forfeiture and loss of the prize. National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner.

Campus Championship Bangladesh	
Rank	BDT
1	6,00,000
2	2,50,000
3	1,50,000
4	1,25,000
5	1,10,000
6	1,00,000
7	85,000
8	70,000
9	60,000
10	50,000
11	30,000
12	20,000
13	15,000
14	15,000
15	10,000
16	10,000

* * *



APPENDIX 3 - ONLINE EVENTS

The Glossary of Terms in Appendix 1 has helpful definitions and explanations that are applicable to this Appendix.

All Tournaments in the Campus Championship for the 2020 season will be Online Events and will be governed by the terms and conditions in this Appendix 3.

1. General Pre-game Setup

1.1. Game Version

The version of PUBG MOBILE used for Tournament Games will be determined by the Tournament Organizer.

1.2. Player Accounts

Players will use their own online accounts and Gamer Tags for Online Events.

1.3. Game Lobbies

Other than with respect to PUBG MOBILE Campus Championship Bangladesh 2020 Online Qualifier games, all Tournament Games will be played in game lobbies hosted by the Tournament Organizer. Prior to a Tournament start time, Team Captains will be notified of official tournament accounts that will be used to host official Tournament Game lobbies.

1.4. Start of a Game

Once all players of each Team have reported to the official Tournament Game lobby, a Campus Championship Official will request confirmation from the Team Captains that each Team is ready to begin the game. Once each Team Captain confirms readiness, the Campus Championship Officials will instruct the host to start the game.

1.5. Timeliness of Game Start

It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by Campus Championship Officials. Disciplinary action for tardiness may be assessed at the discretion of the Tournament Organizer.

2. In-Game Setup and Rules

2.1. General/Game Setup

2.1.1. Maps: Erangel, Miramar, Sanhok and Vikendi

2.1.2. Game Mode: TPP/FPP

2.1.3. Team Size: 4 players

2.1.4. Roster Size: 4 players



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The Tournament Organizer reserves the right to make changes to the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

2.2. Device Settings

Handheld devices must use the settings specified by the Tournament Organizer prior to the Tournament. During a Tournament Game, players may not make any adjustments to the framerate without permission from Campus Championship Officials.

2.3. Stoppage of Play

2.3.1. Pauses. No pauses will be permitted during Tournament play for any reason.

2.3.2. Remaking or Replaying Tournament Games. Campus Championship Officials should be notified of any technical malfunction or other emergency immediately. Tournament Games shall be remade only pursuant to the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances:

- (A) Technical malfunctions or player disconnects (excluding malfunctions and disconnects as a result of a player's mistake or fault) within 120 seconds after a player lands on the battlefield;
- (B) A problem occurs during the loading screen and the game cannot be loaded;
- (C) A player is unable to move on the battlefield within 120 seconds after such player lands on the battlefield;
- (D) A player does not enter the Tournament Game before the departure of the starting plane; and
- (E) Some players are able to join a Tournament Game but start on the battlefield, without flying on the starting plane and without parachuting.

2.3.3. Solutions for Extreme Cases. Notwithstanding the foregoing, if there is an extreme situation, such as a network or hardware failure (including the network value turning yellow or mobile phone stuttering) or a critical bug affecting one or more players, the Tournament Organizer will make a judgement as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if one or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way. In making a determination to proceed with the Tournament or order the remake of a Tournament Game, Campus Championship Officials will use their best judgement and may consider, among other factors, the game progress time and whether the player making the report delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating. If a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and Campus Championship Officials decide not to remake the Tournament Game, competition should resume as normal, with the affected Team continuing to play without the affected player.



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If a player who has been disconnected or has otherwise experienced an extreme circumstance or critical bug is able to rejoin the game in progress, he or shall be permitted to do so.

2.4. Streaming

With prior written approval from the Tournament Organizer, players may stream their own games (but not the games of others) during Online Events with at least a 5-minute delay.

3. Post-Game Process

3.1. Results

Campus Championship Officials will confirm and record all Tournament Game results and point allocations.

3.2. Tech Notes

Following each Tournament Game, Players will identify any technical issues and report them to Campus Championship Officials.

3.3. Break Time

In cases where breaks between Tournament Games are necessary or deemed to be desirable by the Tournament Organizer, Campus Championship Officials will inform Team Captains of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

4. Player Equipment & Apparel

4.1. Player Equipment

Players may participate in Online Events only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without express approval of Campus Championship Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not play on tablets, personal computers (PC), consoles, laptops, or any other non-handheld device. Players may not use an emulator to play on a PC or other device that is not a handheld device.

4.2. Apparel and Accessories

As further described in Section 4 of the General Terms, Team Members shall, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). In addition, Team Members are not allowed, during any public-facing Tournament (including any Online Event that is streamed or broadcast to the public) or Media Event, to wear watches, gloves, and other accessories without prior written approval from the Tournament Organizer.

4.3. Usage of Anti-Cheat App



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1. All teams participating in the PUBG MOBILE Campus Championship Bangladesh 2020 Online Qualifier and all the later stages of a Tournament will be required to use the anti-cheat software specified by the Tournament Organizer (“**Anti-Cheat App**”).
2. The Anti-Cheat App will be provided to all registered players through email along with the login-credentials and password to be used by the players to access the Anti-Cheat App.
3. The Anti-Cheat App will be available for both Android and iOS devices.
 - a. For Android: The Tournament Organizer will use the email address provided by a player to send that player with an APK download link and login credentials for the Anti-Cheat App.
 - b. For iOS Devices: The Tournament Organizer will send an invite to download the Anti-Cheat App using the email address provided by the player. Each such link will be usable only once, so it is important to each player has his or her own email address that is provided in advance to the Tournament Organizer.
4. The login credentials must for the Anti-Cheat App must be kept confidential by each player and players shall only login when instructed to do by a Campus Championship Official.
5. Each player must launch the Anti-Cheat App when instructed to do so by a Campus Championship Official and follow all prompts and allow all the permissions required to make the Anti-Cheat App fully operational.
6. After the Anti-Cheat App has launched and is running, the player must click on the ‘Start Competition’ button following which he or she will be required to take a selfie. The photo will be uploaded to the Tournament Organizer’s servers for verification of identity. After verification of identity is complete, the game should launch automatically.
7. It is the player’s responsibility to ensure that the Anti-Cheat App is running in the background at all times during a Tournament Game. The failure of any player to launch and run the Anti-Cheat App will result in the entire Team being removed from the game lobby.
8. After the player has completed all of his or her Tournament Games, he or she will be required to open the Anti-Cheat App and click on “Stop Competition.” After the player has clicked on the “Stop Competition” icon, he or she will be required to take a second selfie. This photo will be uploaded to the Tournament Organizer’s servers for verification of identity.
9. The photos taken by a player to verify his or her identity must have the player’s full face visible clearly.
10. Each player must his or her registered character ids when competing in any Tournament Game. The failure to do so will result in automatic disqualification of that player.

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APPENDIX 4 - TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM

TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM

Instructions: The PUBG Mobile Campus Championship Bangladesh 2020 Competition Rules, including any updates, amendments or supplements thereto (“**Competition Rules**”), govern the conduct of players, coaches, and managers of each team in the PUBG Mobile Campus Championship Bangladesh 2020 (“**Campus Championship**”). In order to participate in the Campus Championship, all players, coaches, managers and other participants (“**Team Members**”) must accept the Competition Rules. By completing and signing this Team Member Certificate and Acceptance Form (“**Team Member Form**”), the Team Member listed below (“**you**”) agrees to follow and comply with the Competition Rules. If you fail or refuse to sign this Team Member Form, then you will not be permitted to participate in the Campus Championship 2020 or any Campus Championship Events.

Team Member Information:		
First Name:	Last Name:	
Email Address (used on your PUBG Mobile Account):	Date of Birth:	Age:
Citizenship:	Reserved for Proxima Use:	

Acceptance of the Competition Rules:
You hereby acknowledge receipt of, or access to, the Competition Rules. You understand that your compliance with the Competition Rules is a condition of your participation as a player, coach, or manager of a team in the Campus Championship. You acknowledge that Proxima Beta Pte. Limited (“ Proxima ”) and its affiliates and subcontractors (including any third-party tournament organizer designated or retained by Proxima to operate a Campus Championship Event (the “ Tournament Organizer ”) reserve the right in their sole discretion to impose discipline for any conduct that violates the Competition Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. You acknowledge that the Competition Rules are necessary to ensure fair play, preserve the integrity of all pre-season, regular-season, and post-season games, matches and tournaments and all other Proxima-organized promotional events, marketing events, streaming sessions, sponsor events, photo shoots, press conferences and interviews, charitable events, webcasts and chats, media events, opening and closing ceremonies, awards ceremonies and other calendar items in the Campus Championship schedule (“ Campus Championship Events ”). You have carefully read, and you understand the Competition Rules, and agree to be bound by their terms. You understand and support the standards set forth in the Competition Rules, and you will act in accordance with them.

Acceptance of Other Legal Terms:
You hereby accept and agree to be bound by, any legal terms and conditions that relate to the Campus Championship Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where the Campus Championship Event takes place or otherwise legally binding on people who attend the Campus Championship Event. You further agree that you shall be legally responsible for any violation of any such terms and conditions that you commit.

License to Use Name and Likeness:
Without in any way limiting the licenses granted by you pursuant to Section 7 (Use of Names and Likenesses) of the Competition Rules, you hereby grant Tencent Holdings Limited (“ Tencent ”), Proxima, the Tournament Organizer, and their respective affiliates (A) permission to live-stream, broadcast or record your play of PUBG MOBILE at any Tournament or part thereof, and (B) a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display your full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (i) the broadcast or streaming of any coverage of all or any part of a Tournament; (ii) the marketing and promotion of the Campus Championship or any Tournament or part thereof; and (iii) the marketing and promotion of PUBG Mobile.

Limitations of Liability:



PUBG MOBILE CAMPUS CHAMPIONSHIP BANGLADESH | COMPETITION RULES

WITHOUT IN ANY WAY LIMITING THE PROVISIONS IN SECTION 8 (LIMITATIONS OF LIABILITY) OF THE COMPETITION RULES, YOU AGREE THAT THE LIABILITY OF PROXIMA, TENCENT, TOURNAMENT ORGANIZER, KRAFTON, INC. (FORMERLY BLUEHOLE) AND THEIR RESPECTIVE OFFICERS, DIRECTORS, AGENTS OR EMPLOYEES (THE FOREGOING, COLLECTIVELY, THE “**PROXIMA GROUP**”) TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS SHALL BE LIMITED TO YOUR DIRECT DAMAGES IN AN AMOUNT NOT TO EXCEED 50,000 BDT, AND THIS SHALL BE YOUR ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT ANY MEMBER OF THE PROXIMA GROUP WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION. YOU FURTHER AGREE TO THE OTHER DISCLAIMERS AND LIMITATIONS OF LIABILITY IN SECTION 8 OF THE COMPETITION RULES. TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, YOU ACKNOWLEDGE THAT YOU ARE AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH ESPORTS COMPETITIONS AND PLAY OF THE GAME AT THE PROFESSIONAL LEVEL AND YOU FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS AND THE POSSIBILITY OF PERSONAL INJURY, DEATH, PROPERTY DAMAGE OR LOSS RESULTING FROM YOUR PARTICIPATION IN SUCH ACTIVITIES.

No Employment Relationship with Proxima:

You hereby acknowledge and agree that by adopting and enforcing these Competition Rules, no employment relationship is intended by or created between Proxima or Tournament Organizer and yourself, and nothing in the Competition Rules may be construed or reasonably relied upon as evidence that Proxima or the Tournament Organizer is your employer or a joint-employer and/or co-employer. The relationship contemplated between Proxima and/or Tournament Organizer and your team (“**Team**”) is that of an independent contractor. You acknowledge and agree that you are employed solely by your Team, and not by Proxima or Tournament Organizer.

Other Terms and Conditions:

This Team Member Form shall be governed by the laws of the Hong Kong Special Administrative Region without regard to choice of law principles. This Team Member Form shall be effective and binding upon your heirs, next of kin, executors, administrators, permitted assigns and representatives. You agree that you may not assign, delegate or otherwise transfer this Team Member Form. Any dispute with or claim against Proxima or any other member of the Proxima Group arising out of or based on this Team Member Form or your participation in the Campus Championship shall be governed by Section 9 (Dispute Resolution) of the Competition Rules. Except as provided in the Competition Rules, if any provision of this Team Member Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Team Member Form you are not relying on any oral or written statements or representations made by any person or entity with respect to the Campus Championship. This Team Member Form is in addition to, and not in lieu of, the Competition Rules and may not be amended except by a written amendment signed by an authorized representative of Proxima. In the event of a conflict between the Competition Rules and this Team Member Form, the Competition Rules shall govern and control.

Signature of Team Member:

Date Signed:

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APPENDIX 5 - PARENT OR GUARDIAN CONSENT

PARENT OR GUARDIAN CONSENT FORM

Background and Purpose: Welcome to our PUBG MOBILE Campus Championship 2020 event. We're happy you could join us. PUBG MOBILE Campus Championship Bangladesh 2020 events are intended for adult viewers and participants. A minor may attend a PUBG MOBILE Campus Championship Bangladesh 2020 event and participate in the fan experience if his or her parent or legal guardian has granted consent. In this form (the "**Consent Form**") the parent or legal guardian named below ("**you**" or "**Guardian**") agrees to the following legal terms and conditions relating to the attendance of the minor named below ("**Minor**") at the PUBG MOBILE Campus Championship Bangladesh 2020 event described below and at any related events, including meals, fan engagement events, media and sponsor events, etc. ("**Campus Championship Event**").

Minor Information:	
Minor Name:	Date of Birth:
Parent/ Guardian Name:	Parent/ Guardian Email:
Event Name:	Event Date:

You, the undersigned, certify that you are the parent or legal guardian of the Minor named above. You understand that your permission and authorization is required in order for the Minor to attend and participate in the Campus Championship Event. You also understand that the Minor will not be permitted to attend or participate in the Campus Championship Event unless you provide your permission by signing this Consent Form. Your signature on this Consent Form is evidence of your understanding and acceptance of the terms and conditions set forth below:

1. Consent to Participate. You hereby give permission for the Minor to attend and participate in the Campus Championship Event. You accept all responsibility for, and you assume all risk of loss and liability for, any damages and injuries that Minor may suffer or sustain as a result of his or her attendance or participation at the Campus Championship Event.

2. Release of Event Organizers. You hereby release Proxima Beta Pte. Limited ("**Proxima**"), the organizer of the Campus Championship Event ("**Tournament Organizer**"), Tencent Holdings Limited ("**Tencent**"), Krafton, Inc. (formerly Bluehole), and their respective affiliates and subsidiary organizations, together with all of their respective shareholders, directors, officers, employees, independent contractors, investors, insurers, and agents (the "**Proxima Group**"), from any and all claims, liability, or causes of action of any kind arising anywhere in the world, whether based on negligence, breach of contract or duty or otherwise, for property damage, personal injury, or death, arising from or related to the Minor's attendance and participation in the Campus Championship Event.

3. Acceptance of Other Legal Terms. You hereby accept, on behalf of the Minor, and agree to be bound by, any legal terms and conditions that relate to the Campus Championship Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where the Campus Championship Event takes place or otherwise legally binding on people who attend the Campus Championship Event. You further agree that you shall be legally responsible for any violation of any such terms and conditions by the Minor.

4. Video of the Minor. On behalf of the Minor, you hereby grant the Proxima Group, their sponsors and their respective affiliates, streaming partners, assigns and licensees an unrestricted right to video, photograph and record the Minor during the Campus Championship Event and to stream, broadcast, display and/or otherwise use the Minor's name, image, likeness, voice, audiovisual recording and biographical data throughout the world in perpetuity, in any form or media now known or hereafter devised, for advertising and publicity purposes, without compensation to you or the Minor. You acknowledge and agree, on behalf of the Minor, that all Campus Championship Event performances, streams, broadcasts, and

recordings, and all data and statistics collected during the Campus Championship Event, are the sole property of the Proxima Group, who may copy, edit, perform, broadcast, re-post and otherwise use them however they choose. You hereby irrevocably transfer and assign any rights that you or the Minor may have or acquire in these performances, streams, broadcasts, recordings, data and statistics to the Proxima Group.

5. Indemnification. You hereby agree to indemnify, defend and hold harmless the Proxima Group from and against any claim, liability, or cause of action of any kind arising from or related to the Minor's attendance or participation at the Campus Championship Event. You accept full responsibility for all medical expenses and emergency treatment arising from or related to the Minor's attendance or participation at the Campus Championship Event.

6. Governing Law and Other Terms. This Consent Form (including any questions relating to its existence, validity or scope) shall be governed by the laws of the Hong Kong Special Administrative Region without regard to choice of law principles. This Consent Form shall be effective and binding upon the Minor's heirs, next of kin, executors, administrators, assigns and representatives. If any provision of this Consent Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Consent Form you are not relying on any oral or written statements or representations made by any person with respect to the Campus Championship Event. This Consent Form sets forth the entire agreement relating to its subject matter and may not be amended except by a written amendment signed by the organizer of the Campus Championship Event.

Signature of Parent or Guardian:
Date Signed: