DRGN PUBG LEAGUE

GENERAL & ESPORTS RULESET

DRGN

GENERAL RULESET

1.   Player names, team names, and logos

DRGN reserves the right to edit any player or team names or logos that break the following rules:

- Has resemblance or are identical to any brand or trademark that they personally don't own.

- That is protected by third-party rights and you don't have written permission to use.

- That is trying to imitate a real person.

- Discriminatory names and logos, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation is not allowed at all.

2.   Broadcasting and streaming

DRGN reserves exclusive rights for broadcasting and streaming for all its events.

We do however allow people to personally stream their matches and games. If you decide to stream, we REQUIRE that you include "DRGN League" in your streaming title and that you use a minimum stream delay of 10 minutes.

Any team/player breaking this rule will be required to end the stream and be subjected to review for endangering the tournament's competitive integrity.

3.   Technical issues

All players are responsible for their own technical issues both hardware and network.

4.   Time punctuality

It is very important to follow the timeline for each tournament during an event hosted by DRGN.

All information for each tournament is subject to change so it's every player's responsibility to update himself on the DRGN Discord server/website before the start of the tournament/round/match.

- If a team is missing from the lobby when it is time to start the game, it will be started without them if the lobby host does not say otherwise.

- All matches will be played back to back, so the teams have to join the new game lobby as soon as possible.

- It is the responsibility of each team captain to read discord for important messages regarding the lobby they are assigned to at all times.

5.   Region & age restrictions

- A team is only allowed to play in one region during the tournament.

- All team members must be of age 16 or older.

- At all times in-game, a team must have 50% or more of its players that are residing in or have the nationality of the country or countries for the region they are playing in.

- In the event of having a 2–2 split of nationalities, you are free to choose what region you will participate in.

A list of all countries included in each region sorted in alphabetical order below:

EMEA

Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Kyrgyzstan, Latvia, Lebanon, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Kingdom, Uzbekistan, Vatican City.

AMERICAS

Antigua and Barbuda, Argentina, Bahamas, Barbados, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Cuba, Dominican Republic, Ecuador, El Salvador, French Guiana, Grenada, Guatemala, Guyana, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Panamá, Paraguay, Perú, Puerto Rico, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Suriname, Trinidad and Tobago, United States, Uruguay, Venezuela.

6.   Team management

- A team must consist of minimum 4 players to be eligible to compete in the tournament.

- We allow teams to start a match with a minimum of 3 players in case a player is absent. Worst case a team is allowed to play 1 match per event stage with a minimum of 2 players.

- All teams are allowed to add up to 2 substitutes to the team before the start of the tournament.

- Between the different tournament stages, teams are allowed change their substitutes.

- Substitutes can be added at all times if none are registered.

7.   Game server restarts

These are the guidelines regarding a game server restart while the game is in the starting process:

- 50% of a full team are not making it into the game.

    o   If the same team experiences this issue with a game server restart, there will not be a second game server restart.

- More than 10% of the players in the lobby are not making it into the game.

- If all players are marked as "#unknown"

- If the game is being broadcasted and the caster or observer in the lobby does not make it into the game.

- If the lobby host doesn't make it into the game.

All the reasons above can be overruled by the lobby host if he sees fit for the situation in question. If a game server crashes mid game the decision will be made by the lobby host on a case-by-case basis if the game should be replayed or not.

8.   Replay and match materials

All players must have the replay function enabled in-game when you compete in any PUBG event at DRGN.

All replays from the matches need to be saved for 14 days from the date the tournament/match end. The admin team has the right to request a replay at any time within these 14 days and is allowed to disqualify a team when replays are not presented.

How to find your replays:

press "Windows Key + R" and type "%localappdata%\TslGame\Saved\Demos"

9.   Cheats and bug abuse

All cheats and game modifications are completely forbidden to use under any circumstance. Using any disallowed software will result in bans and disqualifications for the following cheats:

- ESP
- Radar hacks
- Wallhacks
- Speedhacks
- Aimhacks
- Hitbox manipulation
- Teleportation
- The usage of a bug/bugs to gain an advantage versus your opponents
- Game file editing to remove grass or other aspects from the game

- All 3rd party software or tools that are not officially allowed by the game publisher and that can give an unfair advantage to a player or team is classed as cheating and is not allowed. Examples of software that are not allowed are ReShade, SweetFX, and VibranceGUI.

If a team uses a player that has an active ban by DRGN or PUBG the team will be disqualified from the tournament.

Players with a VAC or game ban on any account within 2 years are not eligible to compete in any of the tournaments hosted by DRGN. DRGN reserves the right to monitor any player we see fit during the tournament.

DRGN reserves the right to publicly publish the list of banned teams and players with the duration and reason of their ban.

10. Betting, gambling, match-fixing/teaming

Players or coaches, as well as lobby hosts and staff from DRGN, are prohibited from gambling and betting on any matches in any DRGN tournament.

All sorts of match-fixing/teaming are strictly forbidden and will result in the team(s) being disqualified and banned.

11. Behaviour and sportsmanship

We follow PLAYERUNKNOWN'S BATTLEGROUNDS rules of conduct when it comes to both behaviour and sportsmanship. Link to rules of conduct can be found HERE!

The DRGN tournament organization reserves the right to, in special cases, add, alter, overrule and/or remove any rule stated above to guarantee fair play. This also includes altering the prize pool if the tournament is not filled.

ESPORTS RULESET

1. Scoring system

Every match in DRGN League will award points in accordance with the following scoring system.

1.1 Kill Points

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

1.2 Placement points

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

Placement	Points
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9 – 16	0

1.3 Match points

A Team's match points is the sum of their kill points and placement points.

1.4 Total points

A Team's total points is the sum of all match points accumulated during a set period of time.

1.5 Tie breaker

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

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

2. In-game settings

Every match in DRGN League will use Esports Mode with the default settings preset. All settings shall remain default unless explicitly stated below.

2.1 Basic game settings

Maps	Erangel, Miramar
Perspective	FPP
Players	64
Team players	4
Server region (EMEA Events)	Europe
Server region (Americas Events)	North America
Server region (Global Events)	50% Europe, 50% North America
Weather	Sunny
Invite friends	Off
Convert dead players to observer	Off
Killer spectating	Off

2.2 Erangel blue zone settings

Erangel Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0.6	0.35	0.5	0
Phase 2	0	90	120	0.8	0.55	0.56	0
Phase 3	0	60	120	1	0.6	0.56	0
Phase 4	0	60	120	3	0.6	0.56	1
Phase 5	0	60	120	5	0.65	0.56	0
Phase 6	0	60	120	8	0.65	0.56	0
Phase 7	0	60	90	10	0.65	0.56	0
Phase 8	0	60	60	14	0.7	0.56	1
Phase 9	0	10	160	18	0.001	10	0
Total round time	32m 50s						
Display end circle location	Off						
End circle location fix ratio	0%						
End circle location town	1x						
End circle location field	1x						
End circle location mountain	1x						

2.3 Erangel item spawns

Erangel Item Spawns	
Adjustable Ratio & Adjustable Total Number	1.8
Ammunitions	
Ammunitions	1
– 12 Gauge	1
– .45 ACP	1
– 5.56mm	1
– 7.62mm	1
– 9mm	1
– Bolt	0
– Flare	0
Weapons	
Sniper Rifles	1.65
– Kar98k	1
– M24	1
– Mosin Nagant	1
DMRs	2.25
– Mini14	1
– SKS	1
– VSS	1
– SLR	1
– QBU	1
Assault Rifles	1.3
– AKM	1
– G36C	1
– M416	1
– M16A4	1
– Beryl M762	1
– Mk47 Mutant	1
– SCAR-L	1
– QBZ	1
Hunting rifles	0
– Win94	1

LMGs	0.5
– M249	1
– DP-28	1
SMGs	2
– Bizon	1
– Tommy Gun	1
– UMP45	1
– UZI	1
– Vector	1
– MP5K	1
Shotguns	1
– S686	1
– S12K	1
– S1897	1
– DBS	0.5
Handguns	0.45
– Deagle	1
– P18C	1
– P1911	1
– P92	1
– R1895	1
– R45	1
– Sawed-off	1
– Skorpion	1
Throwables	1.4
– Stun Grenade	1.1
– Frag Grenade	0.7
– Molotov Cocktail	1.1
– Smoke Grenade	1.1
– Spike Trap	0
– Sticky Bomb	0
– C4	0
– Decoy Grenade	0
Melee Weapons	1.65

– Crowbar	1
– Machete	1
– Pan	1
– Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
– Panzerfaust	0
ETC	
Sight Attachments	1.1
– Red Dot Sight	1
– Holographic Sight	1
– 2x Scope	1
– 3x Scope	1
– 4x Scope	1
– 6x Scope	1
– 8x Scope	1
– Canted Sight	1
Magazine Attachments	0.55
– SR Magazine	1
– AR Magazine	1
– SMG, Handgun Magazine	1
Muzzle Attachments	0.75
– SR Muzzles	1
– AR Muzzles	1
– SG Muzzles	1
– SMG, Handgun Muzzles	1
Foregrip Attachments	1.3
– Foregrips	1
Stock Attachments	1.65
– Quiver (Crossbow)	0
– Tactical Stock (SMG, AR)	1
– Stock (Micro UZI)	1
– Bullet Loops (SG, Win94, Kar98k)	1

– Cheek Pad (DMR, SR)	1
Consumables	
Heal Items	1.1
– Bandage	1
– First Aid Kit	1
– Med Kit	1
Boost items	1
– Energy Drinks	1
– Painkiller	1
– Adrenaline Syringe	1
Gas Can	0.35
Secret Room Key	0
Emergency Pickup	0
Equipment	
Backpack	0.65
Backpack (Lv. 1)	1
Backpack (Lv. 2)	1
Backpack (Lv. 3)	1
Jammer Pack	0
Helmet	0.9
Helmet (Lv. 1)	1
Helmet (Lv. 2)	1
Helmet (Lv. 3)	1
Armored Vest	0.9
Police Vest (Lv. 1)	1
Police Vest (Lv. 2)	1
Military Vest (Lv. 3)	1.05
Clothing	
Clothing	0
Land Vehicles	
Buggy	1
Dacia	1
Zima	1
Van	0

Mirado	1
Motorbike	1
Scooter	1
Motorbike with Sidecar	0
Tukshai	1
Pickup	1
Rony	1
UAZ	1
Dirt Bike	0
Coupe RB	0
Esports Exclusive Vehicle	1
Aircraft	
Motor Glider	0
Boat	1
Aquarail	1

2.4 Miramar settings

Miramar Blue Zone							
	Delay	**Wait**	**Move**	**DPS**	**Shrink**	**Spread**	**Land Ratio**
Phase 1	90	240	270	0.6	0.35	0.5	0
Phase 2	0	90	120	0.8	0.55	0.56	0
Phase 3	0	60	120	1	0.6	0.56	0
Phase 4	0	60	120	3	0.6	0.56	1
Phase 5	0	60	120	5	0.65	0.56	0
Phase 6	0	60	120	8	0.65	0.56	0
Phase 7	0	60	90	10	0.65	0.56	0
Phase 8	0	60	60	14	0.7	0.56	1
Phase 9	0	10	160	18	0.001	10	0
Total round time	32m 50s						
Display end circle location	Off						
End circle location fix ratio	0%						
End circle location town	1x						
End circle location field	1x						
End circle location mountain	1x						

Miramar Item Spawns	
Adjustable Ratio & Adjustable Total Number	1.7
Ammunitions	
Ammunitions	1
– 12 Gauge	1
– .45 ACP	1
– 5.56mm	1
– 7.62mm	1
– 9mm	1
– Bolt	0
– Flare	0
Weapons	
Sniper Rifles	2.45
– Kar98k	1
– M24	1
– Mosin Nagant	1
DMRs	2.8
– Mini14	0.95
– SKS	1.05
– VSS	0.95
– SLR	0.95
– QBU	1
Assault Rifles	1.3
– AKM	0.95
– G36C	1
– M416	1.05
– M16A4	0.95
– Beryl M762	1.05
– Mk47 Mutant	1
– SCAR-L	1.05
– QBZ	1
Hunting rifles	0.65
– Win94	1
LMGs	0.4

– M249	1
– DP-28	1
SMGs	0.85
– Bizon	0
– Tommy Gun	1
– UMP45	1
– UZI	0.95
– Vector	1.05
– MP5K	0
Shotguns	1
– S686	1
– S12K	1
– S1897	1
– DBS	0.4
Handguns	0.55
– Deagle	1
– P18C	1
– P1911	1
– P92	1
– R1895	1
– R45	1
– Sawed-off	1
– Skorpion	1
Throwables	1.1
– Stun Grenade	1.3
– Frag Grenade	0.55
– Molotov Cocktail	1.4
– Smoke Grenade	1
– Spike Trap	0
– Sticky Bomb	0
– C4	0
– Decoy Grenade	0
Melee Weapons	1.85
– Crowbar	1

– Machete	1
– Pan	1
– Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
– Panzerfaust	0
ETC	
Sight Attachments	1
– Red Dot Sight	1
– Holographic Sight	1
– 2x Scope	1.05
– 3x Scope	1
– 4x Scope	1.05
– 6x Scope	1
– 8x Scope	1.15
– Canted Sight	0.75
Magazine Attachments	1.2
– SR Magazine	1.05
– AR Magazine	1
– SMG, Handgun Magazine	1
Muzzle Attachments	0.75
– SR Muzzles	1.05
– AR Muzzles	1.05
– SG Muzzles	1
– SMG, Handgun Muzzles	1
Foregrip Attachments	1.25
– Foregrips	1
Stock Attachments	1.1
– Quiver (Crossbow)	0
– Tactical Stock (SMG, AR)	1
– Stock (Micro UZI)	1
– Bullet Loops (SG, Win94, Kar98k)	1
– Cheek Pad (DMR, SR)	1.05

Consumables	
Heal Items	1.1
– Bandage	1
– First Aid Kit	1
– Med Kit	1.05
Boost items	1.1
– Energy Drinks	1
– Painkiller	1.05
– Adrenaline Syringe	1.05
Gas Can	0.35
Secret Room Key	0
Emergency Pickup	0
Equipment	
Backpack	0.95
Backpack (Lv. 1)	0.95
Backpack (Lv. 2)	1.05
Backpack (Lv. 3)	1.1
Jammer Pack	0
Helmet	0.8
Helmet (Lv. 1)	0.95
Helmet (Lv. 2)	1.05
Helmet (Lv. 3)	1
Armored Vest	0.8
Police Vest (Lv. 1)	0.95
Police Vest (Lv. 2)	1.05
Military Vest (Lv. 3)	1.1
Clothing	
Clothing	0
Land Vehicles	
Buggy	1
Dacia	1
Zima	1
Van	0
Mirado	1

Motorbike	1
Scooter	1
Motorbike with Sidecar	0
Tukshai	1
Pickup	1
Rony	1
UAZ	1
Dirt Bike	0
Coupe RB	0
Esports Exclusive Vehicle	1
Aircraft	
Motor Glider	0
Boat	1
Aquarail	1