

Yemeksepeti PROTALITY Season 3 Rulebook



The content of this rulebook is binding for users only.

Contents

Contents	2
References	4
Acceptance of Rules	4
General	4
Change of Rules	4
Validity of Rules	4
Privacy	4
Binding	5
Rules of Behavior	5
Additional Agreements	5
Broadcasting Rights	5
Distribution of Broadcasting Rights	5
Responsibilities of Participants	5
Acceptance of Rights for Participants	6
Drugs and Alcohol	6
Contact & Channels of Contact	6
Registration for the Tournament	7
Ownership of Slots in the Tournament	7
Explanation	7
Sustainability	7
Team Slots	7
Team Ownership	8
Slot Transfer	8
Transfer and Team Information	8
Conditions to Participate and Play In the Tournament	9
Age Limit	9
Regional Restrictions for Participants	10
Contact	10
Prize Pool	10
Revoking The Prize	10
Remuneration of the Cash Prize	11
Gambling or Betting	11
Tournament System	11
Stages	11
Open Qualifiers	13
Group Stage	13
Final Stage	14
Match Procedures	15
Match Settings	15
Match Results	15

Starting The Matches	15
Punctuality	15
Match Restarts	15
Match Media to Preserve	16
Communication During Matches	16
Match Objections	16
Description	17
Match Objection Rules	17
Final Period For Match Objections	17
Content Required For Match Objections	17
Behavior during Match Objection	17
Objections	17
Use of Applications to Gain Unfair Advantage	17
Technical Issues	18
Rights of Game Publisher	18
Bans by Game Publisher	18
Penalties	18
Penalties and Their Meanings	18
Minor Penalties	19
Major Penalties	19
Execution of Penalties	19
Banning From the Tournament and Penalties Outside of Tournament	19
Forfeiting During an Ongoing Stage	20
Forfeiting During any Stage Of The Tournament	20
Player Bans	20
Other Violations	20
General	20
Disrespectful Behavior Over Online Platforms	21
Insult	21
Unsportsmanlike Conduct	21
Abuse	21
Fake Match Media	21
Exceptions	21
Playing With An Unregistered Player / Not Being The Stated Player	22
Misdirecting Participants or Staff	22
Obstructing the Flow	22
Cheating	22
Points	23

1. References

"Participant" refers to a single person who participates in the tournament. This can be referred to as "player", "participant" in the rulebook.

"Organizer", "Tournament Management", "Tournament Organizer" refers to the parties who manage the organization of their own respective regions and are responsible of the management of matches, match objections and their own respective social media channels.

2. Acceptance of Rules

All participants are considered to have read, understood and accepted all the rules written in this rulebook. All participants accept the possibility of changes in this rulebook both during and after.

Organizer reserves the rights to change, delete, make additions to or revise this document without notifying the participants.

3. General

3.1. Change of Rules

Tournament management reserves the rights to change the rule, delete the rule or change the rule in the exact opposite way without notifying the participants. Tournament management also has the right to have the final word in situations where the rulebook does not have any verdict or information, or even in the situations of extreme conditions that contradicts this rulebook, in order to preserve fairplay and sportsmanship.

3.2. Validity of Rules

In the case of one of the rules mentioned in this rulebook becoming invalid or inapplicable, the rulebook does not lose its validity either in part or in its entirety. In such cases, organizer takes the closest possible decision instead of the written rule and the rulebook in general.

3.3. Privacy

All communications either written or verbal, all match objection contents, all written or verbal discussions made with Tournament Staff or with other officials are kept in absolute privacy. All the related materials (written, verbal or visual) are forbidden to share unless the Tournament Organizers provide written consent.

3.4. Binding

Decisions taken by Tournament organizers are binding for participants. Participants can not object a decision taken by tournament organizer. Tournament organizer has the right to have the final word in order to finalize any situation that comes up.

3.5. Rules of Behavior

All participants accept that they are obliged to demonstrate proper behavior with good manners towards all other participants, viewers, media officials, Tournament organizers and other officials.

3.6. Additional Agreements

Tournament organizers are not responsible of any additional agreements made by participants in personal scale. As the Tournament organizers, we suggest against making such agreements. Also, any agreement that contradicts this rulebook will not be accepted.

Match Broadcasts

3.6.1. Broadcasting Rights

eSports360 has all of the broadcasting rights for the tournament. This also covers the list below but does not mean full rights over them:

- Internet broadcasts
- Shout-cast broadcasts
- Video broadcasts
- In-game videos
- Replays
- TV Broadcasts

3.6.2. Distribution of Broadcasting Rights

eSports360 can provide broadcasting rights to third parties or to participants for one or more matches. In such cases, the person to broadcast the match is required to contact Tournament organizer at least 7 calendar days before the match takes place.

Without required permissions, participants, players, teams or third parties are not allowed to broadcast the tournament matches.

3.6.3. Responsibilities of Participants

Participants can not object the broadcasting of their matches done by people who are authorized by eSports360, or can not have a right to decide how their match broadcasts are done. Any situation regarding the abortion of broadcasts for a match is decided by the Tournament management only. Participants are considered to have accepted that they will do their best to provide any needed effort to bring these broadcasts to their best possible state.

3.6.4. Acceptance of Rights for Participants

Participants are considered to have accepted the use of their personal information by tournament officials as of the moment they register. Tournament organization officials can use these materials for commercials, promotion of the tournament, video-graphic content, broadcast content, visual content, written and verbal content etc. media.

3.7. Drugs and Alcohol

Participants are not allowed to be under the effect of any drugs, alcohol or any other performance-boosting substance during the matches played or to be played, online or offline. In case they are detected to be under the effect of such substances, they are disqualified from the tournament.

3.8. Contact & Channels of Contact

You can contact the Tournament organizers via the channels of contact provided. Except any extreme situations, organizers will contact you via e-mail. Therefore, you are expected to provide a valid e-mail address and check your inbox regularly.

Channels of Contact: **Discord** (<https://discord.gg/74Jdtkh>)

Channel of Contact E-mail:

Name	Role	E-mail
Mehmet "SolidMemo" Nalçakan	Tournament Management	protality@esports360mag.com

3.9. Registration for the Tournament

Tournament organizers receive the information from the participants stated below and participants provide this information to organizers with their own consent. Organizers have the right to process and use this information for any content, and share this information with third party companies. Regional organizers can request related information mentioned in this rulebook.

Before the Group Stage takes place, Tournament organizer will request the document of agreement with wet signature from team official or legal entity in order to ensure that they have read and understood the agreement.

3.10. Ownership of Slots in the Tournament

Participants can receive slot ownership according to the conditions stated below.

3.10.1. Explanation

Teams receive the slot rights with conditions below:

- By being invited the tournament.
- By attending to the tournament via qualifiers and advancing to next stage.

3.10.2. Sustainability

Slot ownership continues with the same effect in continuity of Yemeksepeti PROTALITY Season 3.

3.10.3. Team Slots

If the participant is a legal team and/or a legal entity (taxpayer), rights for this slot is given to the brand. Brand can change the team in its own body.

If the participant team is not under a legal team and/or a legal entity (taxpayer), captain of the team will have the ownership rights for the slot. Captain of the team can have and sustain the rights for the slot by keeping at least 3 players out of the total 4 registered initially. In case of falling short of this number, captain loses the rights for this slot.

3.10.4. Team Ownership

A legal entity (taxpayer) can only have 1 team for the entire tournament period. This restriction also covers the qualifiers. In case of situations stated below, team or teams are disqualified, banned from participating and loses the rights for slot:

- Team of the legal entity being invited to the tournament and or participating in qualifiers

Participant team players and legal entities (taxpayer) are considered to have confirmed that there is no conflict of interest between them as of the moment they register for the tournament. In case you consider a possibility to occur for such issues, make sure to contact us as soon as possible via e-mail.

3.10.5. Slot Transfer

Legal entities (taxpayers) and teams that are not under any legal entities can perform slot transfers. Conditions below are required to be satisfied during these transfers.

- If the transfer is taking place between legal entities (taxpayers), documents are required to be presented to tournament organizer before the period of rosters being locked,
- If the transfer is taking place between a legal entity (taxpayer) and a team that is not under a legal entity, transfer is required to be performed before rosters are locked, documents to be presented during this period, and team that is not under a legal entity keeping at least 3 initial players out of the total 4.
- If the legal entity is forfeiting from the tournament, rights are transferred to the team that played under this legal entity and team is still required to keep at least 3 initial players out of 4.

3.10.6. Transfer and Team Information

During the transfer period, teams get to keep their slot rights as long as they sustain the integrity of the team (keeping at least 3 initially registered players out of 4, or at least 4 players if they have a substitute).

Teams who violate the article above during transfers lose their rights for their slot.

After the transfer period ends, rosters declared and information provided will be locked as fixed for the following period. There will not be any change on these until the next transfer period, or until the end of Final Stage if that is the last transfer period.

Information to be locked regarding the team:

Team Name,
Team Logo,
Team Abbreviation / Team Tag,
Team Color Code / Team HEX Code,
Team Official's Name and Surname,
Team Official's E-mail,
Team Official's Phone number,
Team Official's Discord Username - Example Format: SolidMemo#8347,

Team Official's Discord ID (18 digits) - Example Format: 160477052607266816,
Team Official's PUBG In-game Player Name

Information to be locked regarding players and substitutes:

Name and Surname,
PUBG In-game Player Name,
Phone number,
E-mail,
Team Official's Discord Username - Example Format: SolidMemo#8347,
Team Official's Discord ID (18 digits) - Example Format: 160477052607266816*,

*: In order to obtain Discord ID, Developer Mode found in "Advanced" section of the Discord settings menu must be activated.

3.11. Conditions to Participate and Play In the Tournament

Players are required to meet these conditions to play in this tournament.

3.11.1. Age Limit

According to PEGI standards,

- All participants attending to Open Qualifiers are required to be born in the period 02.11.2005 and prior,
- All participants attending to Group Stage are required to be born in the period 19.11.2005 and prior,
- All participants attending to Final Stage are required to be born in the period 08.12.2005 and prior.

In case of necessity, tournament organizer may request additional documents from you in order to prove your age. If these documents requested are not provided to the tournament organizer under valid conditions, participant will be disqualified.

Tournament Organizer will provide a sufficient amount of time for the submission of these documents. If this situation arises between matches that are linked together, participant is not accepted to attend the match. If the participants proceeds by providing the necessary documents, Tournament organizer checking and accepting them, only then the participant can attend the following matches.

While proceeding to the Group Stage, related documents and private information can be requested from all teams in order to confirm their players' ages.

3.11.2. Regional Restrictions for Participants

For the Turkey phase of the tournament, players are required to be either a citizen of the Republic of Turkey, or people who have the legal resident permit for Republic of Turkey.

For the MENA phase of the tournament, players are required to be either a citizen of Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Sudan, Syria, Tunisia, United Arab Emirates or Yemen, or people who have the legal resident permit for these countries.

In the stated regions, no participation from the regions other than listed ones will be accepted. In case of such participation is detected, player is disqualified from the tournament. Team also goes under investigation for an additional decision.

3.11.3. Contact

All team players who are participating in the tournament are expected to be present in the [Discord Address of eSports360](#).

For teams who will participate in MENA Stage, at least one person is required to know English. Team will declare this person beforehand. Teams that do not meet this criteria and fail to communicate with tournament organizer in any case are removed from the tournament.

3.12. Prize Pool

Prize pool to be distributed after Grand Final according to the final rankings is stated below.

Ranking	Prize
1	26.000 TL
2	14.000 TL
3	7.000 TL
4	5.000 TL
5	3.000 TL
6	2.000 TL
7	1.500 TL
8	1.500 TL

3.12.1. Revoking The Prize

If the Tournament organizer detects that a fraud or any match against the rules taking place before prize is remunerated, then this situation grants the right for organizer to revoke the prize.

3.13. Remuneration of the Cash Prize

Tournament organizers will contact the participants who win a prize for the transfer of their prize amount via e-mail and receives the necessary information. For this purpose, remuneration of the prize is performed via the methods specified by the Tournament organizer.

3.14. Gambling or Betting

None of the players, managers, Tournament officials or people responsible of the management of organization are allowed to gamble or bet for either some matches of, or for the whole tournament in any way - directly or indirectly. In cases of such activity being detected, all people who are connected with this situation are removed from both ongoing tournament and future seasons.

4. Tournament System

4.1. Stages

- Tournament consists of 2 phases, divided into 3 Main Stages each. Stages can contain smaller stages within them.

Time and date information of the tournament is stated below:

- Turkey & MENA | Registration Begins: 20.10.2021 – 18:00 Turkey Time
- Turkey & MENA | Registration Ends: 01.11.2021 – 23:30 Turkey Time
- Turkey & MENA | Registration Check-In Begins: 31.10.2021 – 12:30 Turkey Time
- Turkey & MENA | Registration Check-In Ends: 01.11.2021 – 23:30 Turkey Time
- Turkey & MENA | Roster Lock: 01.11.2021 – 23:30 Turkey Time
- Turkey | Open Qualifiers Stage #1 Group #1: 03.11.2021 – 19:00 Turkey Time
- Turkey | Open Qualifiers Stage #1 Group #2: 04.11.2021 – 19:00 Turkey Time
- Turkey | Open Qualifiers Stage #1 Group #3: 05.11.2021 – 19:00 Turkey Time
- Turkey | Open Qualifiers Stage #1 Group #4: 06.11.2021 – 19:00 Turkey Time
- MENA | Open Qualifiers Group #1: 11.11.2021 – 19:00 Turkey Time
- MENA | Open Qualifiers Group #2: 12.11.2021 – 19:00 Turkey Time
- Turkey | Open Qualifiers Stage #2 Group #1: 13.11.2021 – 19:00 Turkey Time
- Turkey | Open Qualifiers Stage #2 Group #2: 14.11.2021 – 19:00 Turkey Time
- Turkey & MENA | 1st Transfer Period Begins: 15.11.2021 - 12:30 Turkey Time
- Turkey & MENA | 1st Transfer Period Ends: 18.11.2021 - 12:30 Turkey Time
- Turkey | Group Stage Day #1: 20.11.2021 – 19:00 Turkey Time
- Turkey | Group Stage Day #2: 21.11.2021 – 19:00 Turkey Time
- MENA | Group Stage Day #1: 25.11.2021 – 19:00 Turkey Time
- MENA | Group Stage Day #2: 26.11.2021 – 19:00 Turkey Time
- Turkey | Group Stage Day #3: 27.11.2021 – 19:00 Turkey Time
- Turkey | Group Stage Day #4: 28.11.2021 – 19:00 Turkey Time
- MENA | Group Stage Day #3: 02.12.2021 – 19:00 Turkey Time
- MENA | Group Stage Day #4: 03.12.2021 – 19:00 Turkey Time
- Turkey | Group Stage Day #5: 04.12.2021 – 19:00 Turkey Time
- Turkey | Group Stage Day #6: 05.12.2021 – 19:00 Turkey Time

- Turkey & MENA | 2nd Transfer Period Begins: 06.12.2021 - 12:30 Turkey Time
- Turkey & MENA | 2nd Transfer Period Ends: 07.12.2021 - 12:30 Turkey Time
- Turkey & MENA | Final Stage #1: 09.12.2021 – 19:00 Turkey Time
- Turkey & MENA | Final Stage #2: 10.12.2021 – 19:00 Turkey Time
- Turkey & MENA | Final Stage #3: 11.12.2021 – 19:00 Turkey Time
- Turkey & MENA | Final Stage #4: 12.12.2021 – 19:00 Turkey Time

These dates can change due to possible nationwide measures against Covid-19. Tournament management reserves the right to any change in order to ensure the health of players and technical staff.

4.1.1. Open Qualifiers

4.1.1.1. Stage #1

- **Turkey | Open Qualifiers Group #1 - #4**
 - 64 registered teams divide into 4 groups, 16 teams each, with different match days. Each group plays 5 matches among themselves (Miramar-Miramar-Erangel-Erangel-Erangel). At the end of 5 matches for each group, 8 best teams according to rankings advance to next stage.

4.1.1.2. Stage #2

- **Turkey | Open Qualifiers Group #1 - #2**
 - 32 teams advanced from the Open Qualifiers divide into 2 groups, 16 teams each, with different match days. Each group plays 5 matches among themselves (Miramar-Miramar-Erangel-Erangel-Erangel). At the end of 5 matches for each group, 8 best teams according to rankings advance to next stage.
- **MENA | Open Qualifiers Group #1 - #2**
 - 32 registered teams divide into 2 groups, 16 teams each, with different match days. Each group plays 5 matches among themselves (Miramar-Miramar-Erangel-Erangel-Erangel). At the end of 5 matches for each group, 8 best teams according to rankings advance to next stage.

4.1.2. Group Stage

- **>Turkey | Group Stage**
 - 16 teams advancing from Open Qualifiers and 8 invited teams are randomly placed into groups, finalizing in 3 groups total (A, B, C). Each group is placed into 6 match days under the condition of placing maximum 2 groups and 16 teams per day. Each team plays in 4 match days.

- **Group Stage - Match Day #1 (AvB)**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #2 (AvC)**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #3 (BvC)**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #4 (BvA)**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #5 (CvA)**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #6 (CvB)**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard. At the end of 6th day, best 8 teams in the general rankings advance to Final Stage.

- **>MENA | Group Stage**
 - 16 teams advancing from Open Qualifiers are gathered in a single group to play 4 match days.

- **Group Stage - Match Day #1**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #2**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #3**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Group Stage - Match Day #4**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard. At the end of 4th day, best 4 teams in the general rankings advance to Final Stage.

4.1.3. Final Stage

- 8 teams advancing from Group Stage in Turkey Phase, 4 teams advancing from Group Stage and 4 invited teams in MENA Phase play 20 matches in 4 different match days as a single group. Türkiye ayağında Grup Aşamasını geçen 8 takım, MENA ayağında Grup Aşamasını geçen 4 takım ve davetli 4 takım, tek grup olarak 4 farklı güne ayrılmış toplam 20 maç oynar.
- **Final Stage - Match Day #1**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Final Stage - Match Day #2**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Final Stage - Match Day #3**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard.
- **Final Stage - Match Day #4**
 - A total of 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) are played. Points at the end of these 5 matches are added to the general scoreboard. At the end of 4th day, champion of the event and the final rankings are determined according to the points in the general rankings.

5. Match Procedures

5.1. Match Settings

Lobby settings will be adjusted according to the information below:

- Mode: Esports Mode - Global 2021 Rules (SUPER ver. 2.2.1)
- Map Pool: Miramar, Erangel
- Server: EU

5.2. Match Results

All match results are required to be saved by players. After a map or whole series ends, tournament organizer updates the current match points according to the ranking and kill points of the participants as soon as possible.

5.3. Starting The Matches

5.3.1. Punctuality

All matches are required to start on the date and time stated in the website of organization. Schedule is always updated according to the possible situations occurring. Participants are required to be ready and present before their matches, at least 10 minutes prior to the match in question.

5.3.2. Match Restarts

Under extreme conditions, a Match Restart may take place. If a Match Restart is decided by tournament organizers, participants will be informed regarding this matter.

In case of a Match Restart decision;

- 12 or more players being unable to connect to the map after match is started,
- Match settings being inaccurate when compared to the stated ones,
- Server-related issues,

and/or any other momentary situations that are able to affect the progression of tournament are considered. According to this information, tournament management takes the most convenient decision possible for the solution of related issue.

If player-side issues like high Ping, loss of connection stability, Packet Loss etc. occurs due to player's own internet service provider, player is responsible of the solutions for such issues due to the event being held online. As long as it is not an issue that affects the entire lobby, match restart will not be considered.

5.4. Match Media to Preserve

All match media (screenshots, video records etc.) are required to be preserved for at least 2 weeks after the match ends. In case of an objection, you are expected to submit these files to the Tournament officials as soon as possible.

5.5. Communication During Matches

Except the Qualifier matches, teams are obliged to be present in the Discord server and voice channels specified by the tournament organizer during Group Stage and Final Stage matches. Tournament organizer will create private voice channels for teams participating. Tournament management and/or referees can connect to these rooms and perform controls.

Throughout the specified periods, tournament management, referees and/or authorized production teams can enter these rooms and obtain sound records. The sound records taken will be used for livestreams, written content, audial - visual content etc. categories. Participants accept that their sound data will be processed as of the moment they register for the tournament.

Within the scope of Discord working stable, players may be released for communicating in their own channels for the matches. In any case, they are required to follow the specified Discord channel actively.

5.6. Match Objections

5.6.1. Description

Objections are for the problems affecting result of a match. An objection may be provided for wrong settings or similar situations. This can also be used as the official contact channel with officials.

Match objections are received in e-mails. Any objection that is not provided via e-mail will not be accepted.

5.7. Match Objection Rules

5.7.1. Final Period For Match Objections

You can find the periods for match objections below.

- 1 hour from the match start,
- Before the following consecutive matches of Triple Series matches (at least 10 minutes prior to the match)

5.7.2. Content Required For Match Objections

In the match objection, the matters below are required to be explained in separate and single paragraphs reserved for their own explanations:

- Reason and foundation of the objection,
- How the related situation took place,
- Timestamps of required files

Applications like "this participant cheated" without sufficiently meeting objection conditions will not be accepted.

5.7.3. Behavior during Match Objection

Throughout the match objection period, all parties are responsible of behaving with respect against each other. Behavior that violate this rule causes its owners to lose their right of speech for the objection in question, and Tournament management puts the final decision regarding the matter.

5.7.4. Objections

Participants can provide objections for different situations, these objections are evaluated by the tournament management within their own scope and conditions. Time required for the evaluation process may vary for different situations. Contact address for objections will be protality@esports360mag.com . Objections are required to be made according to the principle of privacy. Violation of this rule will result in warning of the participant or team.

5.7.4.1. Use of Applications to Gain Unfair Advantage

It is forbidden for a player to use any program that grants unfair advantage against other players (Macro, Cheat, Various Modifications, Booster Programs etc.). Such situations are evaluated upon the decision of management, and penalized according to the corresponding article in Penalties section.

5.8. Technical Issues

If a player is experiencing a technical issue during a match (including but not limited to disconnect, game crash, sudden shutdown of computer), match continues. Players are responsible of their own connection. Match restarts or postpones are determined by the organization's decision according to whether it affects the majority or not.

5.9. Rights of Game Publisher

Game publisher can ban any number of players for any reason. In such cases, player is considered as disqualified.

5.10. Bans by Game Publisher

Players are obliged to play with the account registered with their own information. If these accounts are banned from the game servers, they can not participate in the events organized until this ban is lifted.

6. Penalties

6.1. Penalties and Their Meanings

The penalties that will be given within the scope of tournament, and their reasons are explained below. Penalties are divided into two groups as Minor Penalties and Major Penalties.

If this situation is not specified below, tournament management will come up with a final decision.

6.1.1. Minor Penalties

Minor penalties are the issues that can be resolved by tournament management in a relatively short period. Minor penalties cover the descriptions and the similar situations listed below:

- Not submitting the required match materials (screenshots etc.)
- Lacking the information or related documents regarding the player.
- Unsportsmanlike conduct
- Obstructing the flow of tournament

Results of Minor Penalties may take place with such actions below:

- Warning (verbal or written)
- Silencing the player

6.1.2. Major Penalties

Major penalties are the ones that affect the health of tournament. Major penalties cover the descriptions and the similar situations listed below:

- Attempting to deceive tournament organizers or officials intentionally
- Not showing up for the match
- Repeating actions that violate the rules
- Not responding to an objection evaluated by tournament organizers

Results of Major Penalties may take place with such actions below:

- Disqualifying the player (either from the match or from the whole current stage)
- Revoking the prize

6.2. Execution of Penalties

For the execution of minor and major penalties, there is no common ground sought, and tournament management is able to impose penalties on situations deemed as necessary.

6.2.1. Banning From the Tournament and Penalties Outside of Tournament

It is not an obligation that the penalties imposed by other platforms, outside of the tournament, shall be valid for Yemeksepeti PROTALITY Season 3. But if the penalty in question is subject to situations listed below, or similar in nature, a different sanction may be applied.

- Player being penalized due to cheating
- Player demonstrating behavior that is against fairplay, or is considered as unsportsmanlike conduct
- Player sabotaging the game or affecting the progression of the match due to a private agreement

6.2.2. Forfeiting During an Ongoing Stage

6.2.2.1. Forfeiting During any Stage Of The Tournament

Participants are considered to have forfeited the cash prize and other prizes if they leave the tournament or refuse showing up for the match. According to the tournament agreement and depending on the impact on tournament progression, participant may also receive additional penalties.

6.2.3. Player Bans

If a player is banned from an ongoing tournament, then the person is also disqualified from other ongoing and future tournaments.

7. Other Violations

7.1. General

Possible situations considered as unsportsmanlike conduct and against fairplay are listed below. While this list does not fully contain every situation, it shows the attitude against the majority of such cases. Tournament management evaluates each and every violation in its own situation separately and comes up with a decision on this basis. If the violations occur as a series, or if they have any connecting factors between them, then they may be considered as a whole. In such cases, Tournament management is responsible of applying the rules in a fair manner.

7.2. Disrespectful Behavior Over Online Platforms

All participants must prioritize the understanding of sportsmanship and fair play in order to enjoy a healthy and fun competition. Most common examples of the unsportsmanlike conduct that violates fair play are listed below. Tournament management can impose penalties for listed or unlisted behavior when deemed appropriate.

7.2.1. Insult

Throughout the tournament, participants are not allowed to use any insults related with the tournament. This usually covers the in-game environment, but if a player that has a clear connection with the tournament is detected to use any such insults on any platform, then these participant or participants are also penalized.

Any sort of physical insult and insult related to physical violence receives a more serious sanction.

7.3. Unsportsmanlike Conduct

All participants must embrace sportsmanship and fair play in order to enjoy a proper and fun game. Penalties listed below are imposed on different scales depending on the level of action that results in penalty. Situations that are found, or not found here may receive different types of penalties from the tournament management.

7.3.1. Abuse

Abuse is defined as deceiving Tournament officials or other players with faulty information, or in any other way. This type of behavior results in major penalty.

7.3.2. Fake Match Media

If a participant submitted fake match media and also repeats this behavior, participant receives a minor penalty. If this behavior is still repeated, may result in disqualification of the participant.

7.3.3. Exceptions

If a player is suspected of cheating and detected to have submitted fake match media for the match, this behavior is penalized by the Tournament organizer within the scope of Major penalty. Player that attempts this behavior is also banned from the tournament.

7.4. Playing With An Unregistered Player / Not Being The Stated Player

Players must play via their own accounts. If a different person is detected to play from the stated account instead of the account owner, this behavior is penalized within the scope of Major Penalty. Participant or participants are disqualified from the tournament. In the result of the investigation, tournament management has the right to disqualify entire team.

7.5. Misdirecting Participants or Staff

Behavior that misdirects the participants outside of the information provided by tournament management is penalized within the scope of major penalty.

7.6. Obstructing the Flow

Behavior of a participant that affects the progression of tournament negatively in any way is penalized within the scope of minor penalty.

7.7. Cheating

In case of a suspicion for cheating, an investigation will be commenced after receiving the session information. Players who are detected to use any sort of cheats in any way will not be able to participate in any organization held by the tournament organizer. In case of detection of cheating, participant is penalized within the scope of major penalty. Participant is disqualified from the ongoing tournament.

All factors, software-related or hardware-related, that helps you gain an unfair advantage against your rivals are counted within this scope.

Example softwares: Multihack, Wallhack, Aimbot, Differently colored character models that are not found in the game, software that modify recoil, sound modification softwares and others.

8. Points

Points are calculated with the ranking of the participant in the map completed in the Triple Series, and the total kill count in all maps.

Rank	Points	Rank	Points
1.	10	11.	0
2.	6	12.	0
3.	5	13.	0
4.	4	14.	0
5.	3	15.	0
6.	2	16.	0
7.	1		
8.	1		
9.	0		
10.	0		

Each Kill: 1 Point

In case of two or more participants having same amount of points, rankings are calculated with the factors below respectively, prioritized from the top to the bottom.

- Total kill points of the participant throughout all matches
- Highest point of the participant in any match among all matches
- Highest kill point of the participant in any match among all matches
- Kill point of the participant in the latest match
- Ranking point of the participant in the latest match