

PROTALITY Season 6 Ruleset



The content of this ruleset is binding for users only.

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1. References

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

"Organizer", "Tournament Management", "Tournament Organizer" refers to the parties who manage the organization of their own respective regions and are responsible for 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 ruleset. All participants accept the possibility of changes in this ruleset 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 right 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 ruleset does not have any verdict or information, or even in the situations of extreme conditions that contradicts this ruleset, in order to preserve fair play and sportsmanship.

3.2. Validity of Rules

In the case of one of the rules mentioned in this ruleset becoming invalid or inapplicable, the ruleset does not lose its validity either in part or in its entirety. In such cases, the organizer takes the closest possible decision instead of the written rule and the ruleset 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 to a decision taken by the tournament organizer. Tournament organizer have 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 for any additional agreements made by participants on a personal scale. As the Tournament organizers, we suggest against making such agreements. Also, any agreement that contradicts this ruleset will not be accepted.

3.7. Match Broadcasts

3.7.1. 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

3.7.2. 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 the 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.

3.7.3. Responsibilities of Participants

Participants can not object to 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.

3.7.4. 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.

3.8. 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.

3.9. Contact & Channels of Contact

You can contact the Tournament organizers via the channels of contact provided. Except for 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

3.10. 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 ruleset.

3.11. Ownership of Slots in the Tournament

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

3.11.1. Explanation

Teams receive the slot rights with conditions below:

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

3.11.2. Continuity

Slot ownership continues with the same effect in continuity of PROTALITY Season 6.

3.11.3. Team Slots

If the participant is a legal team and/or a legal entity (taxpayer), rights for this slot are 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), the 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, the captain loses the rights for this slot.

3.11.4. 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.

3.11.5. 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.

3.11.6. Wildcard Information

All sections mentioned in 3.11 cover team slots in Protality Season 6. Wildcard ticket for direct participation in PUBG EMEA Championship: Spring from Protality Season 6 is given to the champion and runner-up of the tournament. If the tournament champion and runner-up, one or both, qualify for the PUBG EMEA Championship: Spring, Wildcards pass to the next teams, for a total of two. Wildcard cannot be sold or transferred under any circumstances. If it is determined that the team does not meet the necessary additional conditions after the wildcard right is obtained, the right does not pass to the next team and loses its effect.

In the event of a transfer during the Wildcard transition, 3 of the 4 main players must also be protected during the transition to Wildcard.

3.11.7. Conditions to Participate and Play In the Tournament

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

3.11.8. Age Limit

According to PEGI standards, all participants are required to be born in the period 20.02.2007 and prior. To qualify for the Wildcard, team players must be 18 years or older at the start of the PUBG EMEA Championship: Spring qualifiers.

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, participants 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, participants are not accepted to attend the match. If the participants proceed 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.

3.11.9. Regional Restrictions for Participants

For Open Qualifier stage of PROTALITY Season 6, players are required to be either a citizen of Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Syria, Tunisia, Türkiye, United Arab Emirates, Yemen or have the right of legal residence in these countries.

Participation from regions other than the permitted regions is not accepted. When participation from another region is detected, the player is disqualified from the tournament. Team also goes under investigation for an additional decision.

3.11.10. Communication

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 from the MENA Region, 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 the Grand Final according to the final rankings is stated below.

Rank	Prize
1	40.000 TRY
2	22.500 TRY
3	12.500 TRY
4	10.000 TRY
5	5.000 TRY
6	4.000 TRY
7	3.000 TRY
8	3.000 TRY

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 the organizer to revoke the prize.

3.13. Payment of Cash Prize

Tournament organizers contact the winners for money transfer from the contact e-mail provided during registration and receive the necessary information. Accordingly, payments are made with the payment method determined by the tournament organizer. Payments will be delivered to the winning teams within 90 calendar days after the end of the tournament.

The taxation that may occur due to the award is the responsibility of the winning team. Teams will receive their awards within the specified time by issuing the invoice of the award corresponding to the order specified in the list, including VAT.

If there is a non-Turkish team or teams among the winning teams, the award will be paid by converting the daily rate to US Dollars (USD) on the day of payment.

3.14. Gambling or Betting

None of the players, managers, Tournament officials or people responsible for the management of the 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

- PROTALITY Season 6, consists of 4 phases in total.

The stage time and date information of the tournament are as follows:

- Registration Starts: 31.01.2023 – 20:23 Turkey Time
- Registration Ends: 18.02.2023 – 23:30 Turkey Time
- Registration Check-In Starts: 06.02.2023 – 12:30 Turkey Time
- Registration Check-In Ends 18.02.2023 – 23:30 Turkey Time
- Roster Lock: 18.02.2023 – 23:30 Turkey Time
- Open Qualifiers Group #1: 20.02.2023 – 19:00 Turkey Time
- Open Qualifiers Group #2: 21.02.2023 – 19:00 Turkey Time
- Open Qualifiers Group #3: 22.02.2023 – 19:00 Turkey Time
- Open Qualifiers Group #4: 23.02.2023 – 19:00 Turkey Time
- Upper Bracket #1: 25.02.2023 – 19:00 Turkey Time
- Upper Bracket #2: 26.02.2023 – 19:00 Turkey Time
- Upper Bracket #3: 27.02.2023 – 19:00 Turkey Time
- Lower Bracket #1: 28.02.2023 – 19:00 Turkey Time
- Lower Bracket #2: 01.03.2023 – 19:00 Turkey Time
- Final Stage #1: 03.03.2023 – 19:00 Turkey Time
- Final Stage #2: 04.03.2023 – 19:00 Turkey Time
- Final Stage #3: 05.03.2023 – 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

- **Open Qualifiers Group #1 - #2 - #3 - #4**
 - The 64 registered teams are divided into 4 different groups of 16 each with different match days. Each group plays 5 matches (Miramar-Miramar-Erangel-Erangel-Erangel) within itself. At the end of each group's 5 matches, the 4 teams with the best points advance to the Upper Bracket. The remaining teams are eliminated.

4.1.2. Upper Bracket

- The 16 best performing teams and 8 invited teams in the Open Qualifiers are randomly distributed into 3 groups (A, B, C). Each group is distributed over 2 match days, with a maximum of 2 groups and 16 teams per day. Each team is included in 2 match days.
- **Upper Bracket - 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.
- **Upper Bracket - 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.
- **Upper Bracket - 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. At the end of Day 3, the top 8 teams in the overall standings will advance directly to the Final Stage. The remaining 16 teams move on to the Lower Bracket stage.

4.1.3. Lower Bracket

- The 16 worst performing teams in the Upper Bracket play a total of 10 matches, divided into 2 different days, as a single group.
- **Lower Bracket - 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.
- **Lower Bracket - 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. At the end of Day 2, the top 8 teams in the overall standings advance to the Final Stage. The remaining teams are eliminated.

4.1.4. Final Stage

- The 8 best performing teams in the Upper Bracket and the 8 best performing teams in the Lower Bracket play a total of 15 matches divided into 3 different days as a single group.

- **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. At the end of the 3rd day, the 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 Rule Settings (SUPER ver. 3.0.4)
- 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

Tüm maçlar organizasyon sitesinde bulunan tarihte ve saatte başlaması gerekmektedir. Takvim yaşanabilecek olaylar neticesinde sürekli güncellenir. Katılımcılar maçlarından en az 10 dakika önce hazır bulunmalıdır.

5.3.2. Minimum Participation

Teams must have a minimum of 3 people in a lobby at any stage.

5.3.3. 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 the tournament are considered. According to this information, tournament management makes the most convenient decision possible for the solution of related issues.

If player-side issues like high Ping, loss of connection stability, Packet Loss etc. occurs due to the player's own internet service provider, the player is responsible for 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, auidial - 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 the 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 five-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 for behaving with respect against each other. Behavior that violates this rule causes its owners to lose their right of speech for the objection in question, and Tournament management makes 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 the 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), the match continues. Players are responsible for 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 the 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 the 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 PROTALITY Season 6. 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 for 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 a 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 a major penalty.

7.3.2. Fake Match Media

If a participant submitted fake match media and also repeated this behavior, the participant receives a minor penalty. If this behavior is still repeated, it 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. Players that attempt this behavior are 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 the 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. Blocking the Progression

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, participants are penalized within the scope of major penalty. Participants are disqualified from the ongoing tournament.

All factors, software-related or hardware-related, that help 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	Point
1.	10
2.	6
3.	5
4.	4
5.	3
6.	2
7.	1
8.	1
9. - 16.	0

Each Kill: 1 Point

8.1 Tiebreaker

8.1.1 Match Results

1. The ranking of a match is determined by the match points earned in the match (Ranking Points + Kill Points).
2. In the event of a tie after rule 1 has been applied, the team that survives the match longer will gain a higher ranking.

8.1.2 Total Points

1. The final ranking is determined by the total match points (Rank Points + Kill Points).
2. In the event of a tie after Rule 1 has been applied, a team with a higher Ranking Points accumulated will win a higher rank, excluding the accumulated kill points from all matches.
3. In the event of a tie after Rule 2 has been applied, a team with higher match points (Ranking Points + Kill Points) in the last match will earn a higher ranking.
4. In the event of a tie after rule 3 has been applied, a team with a higher survival rank in the last match will win a higher rank.
5. In the event of a tie after rule 4 has been applied, a team with a higher final accumulated damage will gain a higher rank.