

# Tulpar PROTALITY EMEA TOUR

## Ruleset



The content of this ruleset is binding for users only.

# Contents

Contents	1
1. References	3
2. Acceptance of Rules	3
3. General	3
3.1. Change of Rules	3
3.2. Validity of Rules	3
3.3. Privacy	4
3.4. Binding	4
3.5. Rules of Behavior	4
3.6. Additional Agreements	4
3.7. Match Broadcasts	4
3.7.1. Broadcasting Rights	4
3.7.2. Distribution of Broadcasting Rights	4
3.7.3. Responsibilities of Participants	5
3.7.4. Acceptance of Rights for Participants	5
3.8. Drugs and Alcohol	5
3.9. Contact & Channels of Contact	5
3.10. Registration for the Tournament	6
3.10.1. Team Names & Usernames	6
3.11. Ownership of Slots in the Tournament	6
3.11.1. Explanation	6
3.11.2. Continuity	6
3.11.3. Team Slots	7
3.11.4. Team Ownership	7
3.11.5. Slot Transfer	7
3.11.6. Wildcard Information	7
3.11.7. Conditions to Participate and Play In the Tournament	8
3.11.8. Age Limit	8
3.11.9. Regional Restrictions for Participants	8
3.11.10. Communication	9
3.12. Prize Pool	9
3.12.1. Revoking The Prize	10
3.13. Payment of Cash Prize	10
3.14. Gambling or Betting	10
3.15. Sponsorships	10
4. Tournament System	10
4.1. Stages	10

4.1.1. Open Qualifiers	11
4.1.2. Upper Bracket	12
4.1.3. Lower Bracket	12
4.1.4. Grand Finals	13
5. Match Procedures	13
5.1. Match Settings	13
5.2. Match Results	13
5.3. Starting The Matches	13
5.3.1. Punctuality	13
5.3.2. Minimum Participation	14
5.3.3. Match Restarts	14
5.4. Match Media to Preserve	14
5.5. Communication During Matches	14
5.6. Match Objections	15
5.6.1. Description	15
5.7. Match Objection Rules	15
5.7.1. Final Period For Match Objections	15
5.7.2. Content Required For Match Objections	15
5.7.3. Behavior during Match Objection	15
5.7.4. Objections	16
5.7.4.1. Use of Applications to Gain Unfair Advantage	16
5.8. Technical Issues	16
5.9. Rights of Game Publisher	16
5.10. Bans by Game Publisher	16
6. Penalties	17
6.1. Penalties and Their Meanings	17
6.1.1. Minor Penalties	17
6.1.2. Major Penalties	17
6.2. Execution of Penalties	18
6.2.1. Banning From the Tournament and Penalties Outside of Tournament	18
6.2.2. Forfeiting During an Ongoing Stage	18
6.2.2.1. Forfeiting During any Stage Of The Tournament	18
6.2.3. Player Bans	19
7. Other Violations	19
7.1. General	19
7.2. Disrespectful Behavior Over Online Platforms	19
7.2.1. Insult	19
7.3. Unsportsmanlike Conduct	20
7.3.1. Abuse	20
7.3.2. Fake Match Media	20
7.3.3. Exceptions	20
7.3.4. Live Streams	20

<b>7.4. Playing With An Unregistered Player / Not Being The Stated Player</b>	<b>20</b>
<b>7.5. Misdirecting Participants or Staff</b>	<b>21</b>
<b>7.6. Blocking the Progression</b>	<b>21</b>
<b>7.7. Cheating</b>	<b>21</b>

## **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 requested from the participants at the registration stage and Participants voluntarily provide this information to the organizers. The organizers have the right to process this information, to share this information with third party organizations if necessary, and to use this information in any context. Regional organizers may request the relevant information specified in this document.

Teams can participate in the tournament with 4 main players + 2 optional substitutes (player, coach, manager). Teams can start a match day with any 4 of the 6 players they have declared. There is no obligation to end the day with the same starting 4. Teams should notify referees in cases of playing with a substitute.

Teams commit that the information provided (Team name, logo, etc.) will not change from the moment the roster locking of the tournament takes place. Extreme cases may be submitted to the tournament management for evaluation.

#### **3.10.1. Team Names & Usernames**

Organizer reserves the right to deny the use of a Team Name and require a change for any reason. Team Names may not be changed after roster lock period.

In-Game Nicknames are subject to approval by tournament management. Management reserves the right to deny the use of an In-Game Nickname and require a change for any reason including to ensure that the In-Game Nickname can comfortably fit within the boundaries of any in-game asset.

### **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 Tulpar PROTALITY EMEA TOUR.

### **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 email.

### **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 the 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 Tulpar PROTALITY EMEA TOUR. Wildcard ticket, which allows direct participation in PUBG EMEA Championship: Spring from Tulpar PROTALITY EMEA TOUR, is given to the champion and runner-up of the tournament. The champion of the tournament and runner-up qualifies for direct participation in the Playoffs stage of PUBG EMEA Championship: Spring.

Whenever there are exceptions to the rule, the Wildcard will be given to the team directly next in line (up to the 5th placement), e.g. Team A won the Protality event but Team A is already qualified for the event the Wildcard gives access to, Team B in second place will be granted the Wildcard instead. Any exceptions will need a review from Krafton Esports EMEA. Wildcard cannot be sold or transferred under any circumstances.

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. Regardless of the restrictions below, a player may only play in one team for the entire tournament.

### **3.11.8. Age Limit**

All participants of Tulpar PROTALITY EMEA TOUR must be at least 18 years of age by their first game day.

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 Bracket 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 Tulpar PROTALITY EMEA TOUR, players are required to be citizen of Afghanistan, Albania, Algeria, Andorra, Angola, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Benin, Bosnia and Herzegovina, Botswana, Bulgaria, Burkina Faso, Burundi, Cabo Verde, Cameroon, Central African Republic, Chad, Comoros, Congo, Croatia, Cyprus, Czech Republic , Democratic Republic of the Congo, Denmark, Djibouti, Egypt, Equatorial Guinea, Eritrea, Estonia, Eswatini, Ethiopia, Finland, France, Gabon, Georgia, Germany, Ghana, Greece, Guinea, Guinea-Bissau, Hungary, Iceland, Iran, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kenya, Kuwait, Kyrgyzstan, Latvia, Lebanon, Lesotho, Liberia, Libya, Liechtenstein, Lithuania, Luxembourg, Madagascar, Malawi, Mali, Malta, Mauritius, Moldova, Monaco, Mongolia, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Niger, Nigeria, North Macedonia, Northern Ireland, Norway, Oman, Pakistan, Poland, Portugal, Qatar, Republic of Guinea, Romania, Russian Federation, Rwanda, San Marino, Sao Tome and Principe, Saudi Arabia, Senegal, Serbia, Seychelles, Slovakia, Slovenia, Somalia, South Africa, South Sudan, Spain, Sudan, Sweden, Switzerland, Syria, Tajikistan, Tanzania, Togo, Tunisia, Türkiye, Turkmenistan, UAE, Uganda, Ukraine, United Kingdom, Uzbekistan, Vatican, Yemen, Zambia, Zimbabwe. Citizenship is determined by the possession of a passport of the specified country.

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](#).

The official language of the Tulpar PROTALITY EMEA TOUR is English. Regardless of the team's region, at least one person in the team must be fluent in English. The team notifies this person at the start of the tournament. Teams that cannot fulfil this rule and cannot communicate with the tournament management in case of a possible situation will be excluded from the tournament. Conversations outside of English in common areas, regardless of their purpose, may result in a penalty.

### **3.12. Prize Pool**

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

Rank	Prize
1	2.500 \$
2	1.500 \$

3	1.000 \$
4	800 \$
5	700 \$
6	600 \$
7	500 \$
8	400 \$

### **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 Turkish team or teams among the winning teams, the award will be paid by converting the daily rate to Turkish Liras (TRY) 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.

### **3.15. Sponsorships**

Sponsors of the players and/or the teams they are affiliated with are subject to eSports360 permission to take part in the tournament in visual, written and similar ways. The management team evaluates all events involving sponsorship separately from each other. If an authorised sponsor usage is desired to be changed afterwards, the same procedure should be followed.

## 4. Tournament System

### 4.1. Stages

Tulpar PROTALITY EMEA TOUR, consists of 4 phases in total.

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

- Registration Starts: 13.02.2024 – 18:24 CET
- Registration Ends: 19.02.2024 – 21:30 CET
- Registration Check-In Start: 18.02.2024 – 10:30 CET
- Registration Check-In End: 19.02.2024 – 21:30 CET
- Roster Lock: 19.02.2024 – 21:30 CET
- Open Qualifier (Ro256) #1: 21.02.2024 – 18:00 CET
- Open Qualifier (Ro128) #2: 22.02.2024 – 18:00 CET
- Open Qualifier (Ro64) #3: 23.02.2024 – 18:00 CET
- Open Qualifier (Ro32) #4: 24.02.2024 – 18:00 CET
- Open Qualifier (Ro16) #5: 25.02.2024 – 18:00 CET
- Upper Bracket #1: 01.03.2024 – 18:00 CET
- Upper Bracket #2: 02.03.2024 – 18:00 CET
- Upper Bracket #3: 03.03.2024 – 18:00 CET
- Lower Bracket #1: 05.03.2024 – 18:00 CET
- Lower Bracket #2: 06.03.2024 – 18:00 CET
- Grand Finals #1: 08.03.2024 – 18:00 CET
- Grand Finals #2: 09.03.2024 – 18:00 CET
- Grand Finals #3: 10.03.2024 – 18:00 CET

**Tournament management reserves the right to any change in order to ensure the health and safety of players and technical staff.**

#### 4.1.1. Open Qualifiers

- **Open Qualifiers (Ro256) - (Ro128) - (Ro64) - (Ro32) - (Ro16)**
  - Ro256: The 256 registered teams are divided into 16 different groups of 16 lobbies with different match days. Each group plays 5 matches (Miramar-Miramar-Taego-Erangel-Erangel). The 8 teams of each group with the best score at the end of the 5 matches advance to the next round. The remaining teams are eliminated.
  - Ro128: 128 Teams are divided into 8 different groups with different match days in lobbies of 16. Each group plays 5 matches (Miramar-Miramar-Taego-Erangel-Erangel). The 8 teams of each group with the best score at the end of the 5 matches advance to the next round. The remaining teams are eliminated.

- Ro64: 64 Teams are divided into 4 different groups with different match days in lobbies of 16 teams. Each group plays 5 matches (Miramar-Miramar-Taego-Erangel-Erangel). The 8 teams of each group with the best score at the end of the 5 matches advance to the next round. The remaining teams are eliminated.
- Ro32: 32 Teams are divided into 2 different groups with different match days in lobbies of 16 teams. Each group plays 5 matches (Miramar-Miramar-Taego-Erangel-Erangel). The 8 teams of each group with the best score at the end of the 5 matches advance to the next round. The remaining teams are eliminated.
- Ro16: 16 Teams play 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) in a single group. The 7 teams with the best points at the end of the 5 matches are promoted to the Upper Bracket. The 8 teams with the worst points in the group move to the Lower Bracket. Team in 16th place will be eliminated.

#### **4.1.2. Upper Bracket**

- In the Upper Bracket, the best 8 teams of Open Qualifier and the 9 invited teams play a total of 15 matches divided into 3 different days as a single group.
- **Upper Bracket - Match Day #1**
  - A total of 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) are played. The score after 5 matches is added to the overall standings.
- **Upper Bracket - Match Day #2**
  - A total of 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) are played. The score after 5 matches is added to the overall standings.
- **Upper Bracket - Match Day #3**
  - A total of 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) are played. The score after 5 matches is added to the overall standings. At the end of Day 3, the top 8 teams in the overall standings advance directly to the Grand Finals. The remaining 8 teams advance to the Lower Bracket stage.

#### **4.1.3. Lower Bracket**

- The 8 worst-performing teams in the Upper Bracket and the 8 worst-performing teams in the Open Qualifiers Ro16 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-Taego-Erangel-Erangel) are played. The score after 5 matches is added to the overall standings.

- **Lower Bracket - Match Day #2**
  - A total of 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) are played. The score after 5 matches is added to the overall standings. At the end of Day 2, the top 8 teams in the overall standings advance to the Grand Finals. The remaining teams are eliminated.

#### 4.1.4. Grand Finals

- The 8 best performing teams in the Upper Bracket and the 8 best performing teams in the Lower Bracket play 15 matches in a single group, divided into 3 different days.
- **Grand Finals- Match Day #1**
  - A total of 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) are played. The score after 5 matches is added to the overall standings.
- **Grand Finals- Match Day #2**
  - A total of 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) are played. The score after 5 matches is added to the overall standings.
- **Grand Finals- Match Day #3**
  - A total of 5 matches (Miramar-Miramar-Taego-Erangel-Erangel) are played. The scoring after 5 matches is added to the overall ranking. At the end of the third day, the champion and the final ranking will be determined according to the total points in the overall ranking.

## 5. Match Procedures

### 5.1. Match Settings

Lobby settings will be adjusted according to the information below:

- Mode: Esports Mode - [Global Rule Settings \(SUPER\)](#)
- Map Pool: Miramar, Erangel, Taego
- 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 must start on the date and time found on the organization website. The calendar is constantly updated as a result of events that may occur. Participants must be present at least 10 minutes before their matches.

### **5.3.2. Minimum Participation**

Teams must have a minimum of 3 people in a lobby at any stage. Teams with 2 or less players will be considered as not participating (no-show) in the tournament. The team must inform the management in advance if they will not be able to participate. The final decision belongs to the organisation.

### **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. Restarts can only be decided by the organizers and players do not have the right to request a restart.

## **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 Bracket Stages and Grand Finals 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 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](mailto: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.

Objections made more than once by different persons on a single piece of evidence will be treated as a single objection.

#### **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, match day or current tournament 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 Tulpar PROTALITY EMEA TOUR. 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.

#### **7.3.4. Live Streams**

In official broadcasts where the tournament is live streamed, as long as the players appear to be alive on the broadcast, they cannot write messages on live broadcasts, they cannot tell about the moments they have experienced in a way that may affect the viewer's viewing pleasure, and they cannot give spoilers. Violation of the rule is considered as a minor penalty and may result in the player being banned from the broadcast. Violation may result in a harsher penalty depending on the content of the message. In addition to players, this prohibition also applies to team owners, coaches, other team officials and close friends.

#### **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.