GOOGLE PLAY ARENA

BGMI PLAYBOOK

1. Purpose and Scope

- This playbook establishes the BGMI-specific competition rules, procedures, and formats for Google Play Arena (GPA) 2026. It covers both the Amateur and Professional BGMI competitions.
- Participants must comply with the GPA Universal playbook, applicable Participation Agreement, this Game playbook, official Tournament Administration instructions, and applicable KRAFTON/BGMI requirements.
- Where a BGMI-specific provision differs from a general GPA provision, this document applies only to the BGMI-specific matter.
- Unaddressed matters may be determined by Tournament Administration consistently with competitive integrity, fairness, the Universal playbook and publisher requirements.

2. Eligibility and Registration

- Minimum participation age is 16 years at registration, subject to the Universal playbook and applicable law.
- Participants must be Indian residents unless an approved exception applies.
- Players must provide the identity and eligibility documents required by GPA.
- Players must register using the required BGMI account/game identifiers and verified Google Play Gamer Profile information.
- A player may not compete for more than one team in the same BGMI competition.
- False, fraudulent, incomplete, or misleading information may result in removal and/or sanctions.
- Participants aged 16 or 17 may participate in online stages subject to the applicable Tournament requirements.
- Players aged 16–17 must satisfy the parental/guardian consent requirement applicable to LAN participation.
- Any GPP Tier used for GPA categorization is determined by the participant's Google Play Store tier at registration. Tournament performance does not change the tier.
- Registration changes are permitted only until the published registration deadline unless Tournament Administration approves an exception.

3. Team and Roster Requirements

- BGMI is a four-player squad competition.
- Each active team lineup consists of four players.
- Substitutes are permitted only within the roster limits and substitution procedures communicated by GPA.

- No player may use another player's registered account or credentials.
- Roster locks, substitute limits and substitution windows will be governed by published GPA procedures.
- Teams must maintain an eligible four-player lineup for every official match unless Tournament Administration authorizes otherwise.
- If the team is disqualified, the Organizer is under no obligation to publish this fact.

4. Team Names, Club Representation and Branding

- Team names, abbreviations, logos and player names require GPA approval.
- Teams must not use prohibited, misleading or infringing identities.
- Amateur teams selected to represent GPA Partner Clubs must comply with the clauses in the participation agreement.
- An amateur team representing a club may use only approved [Club] GPA Team terminology and approved club assets.
- Club representation does not create ownership of the club or its professional players, staff, brand assets or confidential information.
- Participants must not imply an employment, sponsorship, professional-team or contractual relationship beyond the representation expressly granted by GPA and the club.
- Club-specific branding, communication and appearance requirements must be followed.

5. Tournament Format

Amateur Tournament — Overall Structure

STAGE	FORMAT	PROGRESSION
Club Qualifiers	6 Club Qualifiers	1st from each → Amateur Grand Finals; 2nd–4th → LCQ.
Last Chance Qualifier	18 teams	3 teams from each Club Qualifier; Top 10 overall → Amateur Grand Finals.
Amateur Grand Finals	16 teams • 6 matches	6 Partner Club teams at LAN + 10 LCQ teams playing online in a single lobby.
Champion	Final standings	Crowned "Amateur BGMI Club Winner".

- Each Club Qualifier sends its winner directly to the Amateur Grand Finals.
- Places 2–4 from each Club Qualifier advance to the LCQ, producing 18 LCQ teams.
- The top 10 LCQ teams on cumulative overall standings advance to the Amateur Grand Finals.
- The Amateur Grand Finals has 16 teams and six matches.
- The six Partner Club teams play at the offline LAN venue while the 10 LCQ teams play online in a single lobby, as specified in the current format document.

Professional Tournament — Overall Structure

STAGE	FORMAT	PROGRESSION
Closed Qualifier	Online • 24 Teams - 18 Matches	Top 2 → Pro Grand Finals.
Pro Grand Finals	16 teams • 18 matches	2 days online finals, 1 day LAN finals
Final Champion	Overall standings	Crowned "Pro BGMI Club" Winner

- Six Partner Club teams, eight ranking-based invited teams and two Closed Qualifier teams make the Pro Grand Finals.
- The Closed Qualifier is for eligible teams not among the six Partner Clubs or eight ranking-based invited teams.

Professional Grand Finals

- Sixteen (16) teams participate.
- The field comprises six Partner Club teams, eight ranking-based invited teams and two Closed Qualifier teams.
- The Grand Finals consist of 18 matches: 12 online and six at LAN.
- Final standings determine the Pro BGMI Club Winner.

6. Game Settings

- Mode: Third Person Perspective (TPP)*
- Play Zone Shrink Speed: x1.1 (Erangel, Miramar), x1 (Rondo)
- Sound Visualization: Disabled
- Aim Assist: Disabled
- Red Zone, Flare Guns & Mortar: Disabled
- Vague Information: Enabled**
- All Weapons: x2
- Scopes and Magazines: x2
- Show Skeleton on Death: Disabled
- Block Companion: Disabled * Changing between TPP and FPP in the game is allowed.
- Map Rotation – Rondo, Erangel, Miramar

Scoring System

Teams earn points based on (i) their final rank and (ii) the number of finishes achieved in each match (see table below).

Placement Points Table:

Place	Points
1	10
2	6
3	5
4	4
5	3
6	2
7th – 8th Position	1
9th – 16th Position	0

Each finish grants 1 point.

6.1 Game Tiebreaker

- Ties between two Teams during Official Competitions will be determined in the order of (a) total times of winning the first placement across all the Tournament games; (b) total accumulated placement points across all Tournament Games in the applicable Tournament; (c) total accumulated finishes across all Tournament Games in the applicable Tournament; and (d) placement in the most recent match of the Tournament.

6.2 No Bugs or Glitches Allowed

Players shall not use any bugs or glitches known by the esports community, whether or not specifically mentioned in the Official Ruleset. If the Organizer determines that a participant voluntarily used a bug and/or glitch that gave an unfair advantage, the Organizer may decide to either return to the state of the game before the bug or glitch occurred (if possible) or inflict a penalty or direct removal from the tournament. The Organizer determines at its sole discretion whether the bug or glitch was used voluntarily or involuntarily.

6.3 Communication with Third Parties

- Players are not allowed to communicate with any third party (including managers) during a match. This restriction also includes obtaining information related to the match in progress via external sources (e.g., streaming channels, social networks, communication tools).

6.4 Records and Broadcast

- Only the Organizer is authorized to record and broadcast the Tournament, worldwide, on the Internet, television, or any other communication medium, known or unknown. Except as otherwise permitted by the Organizers, Players are not authorized to record or broadcast the matches.

6.5 Forfeit

If a team is unable to participate in a match for any reason whatsoever, this team will be considered forfeit for that match. A team considered forfeit for a match loses the match.

6.6 Rule Changes

- The Organizer reserves the right to modify this Official Ruleset at any time, without any obligation to follow a specific process beforehand, without notice, and without consequences. The Organizer agrees to contact the teams via all usual communication channels, including e-mail or WhatsApp, to inform them of any modifications to the Tournament format or changes to match timings.

6.7 Minimum Users / No Show / Forfeit

- Tournament teams must have a minimum of three eligible users in the lobby at the designated time of their match. If not, the team without 3 or more players will forfeit the match.

6.8 Reschedules

- Rescheduling of any match is not allowed in this tournament. It is at the sole discretion of the Organizers.

6.9 Using Non-Registered Users

- Teams cannot use non-registered users; ineligible users are considered not registered. Using a player who is not registered is considered a violation and will fall under the smurfing rule. Failure to follow this rule will result in a match overturn. Consecutive breaches may result in further punishments.

6.10 Competitive Game Version

- Matches will be played on the latest version designated by the Tournament Officials.

6.11 Pre-Match Obligations

- Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

7. Player Substitution Policy

7.11 Starter Lineup

- Teams must submit the starter lineup of the day at least 2 hours before the tournament match starts. In the event of any player substitution, such teams shall inform the Administration Team within 4 minutes after the finish of the current game.

7.12 Emergency Substitutions

- A Substitute may replace a Starter only between games during Tournament play. Teams may contact the Administration Team in case of emergencies affecting the team's participation in GPA. The Administration Team reserves the right to allow any team to change their lineup based on their request. Any emergency substitutions must be followed by a letter from professionals in charge of the relevant field to prove the said player's emergency situation. Teams will be allowed to make emergency substitutions during the tournament without first showing the document proving the state of emergency; however, if the Administration Team does not receive such document by the end of the day, the points earned by the substitute player will be voided, and the team's points may be punished further based on the severity of the issue.

8. Organizer Rights and Fair Play

- To the extent permitted by law, and without affecting statutory rights, if in the Organizer's opinion the Tournament is compromised by any event beyond the Organizer's control (i.e. force majeure), the Organizer reserves the right to modify, terminate, amend, or extend the Tournament without responsibility or liability for any amount or kind of loss or damage that may result to them or any third party (whether direct or indirect).
- At any time during the Tournament, the Organizer reserves the right, in its sole discretion, to disqualify and remove any Participant for any failure to observe these Terms (including but not limited to cheating or other violations of these Terms) or any other illegal or inappropriate behavior. If a winning Participant is disqualified, the prize will be forfeited and/or may be awarded to an alternate winner.

8.1 Fair Play

- The team hereby confirms that the Personal Data entered in connection with the Tournament is accurate and up to date. When the team enters the Personal Data of their

team members, they confirm that they have previously obtained consent and that this consent has not been withdrawn.

- The team hereby warrants and represents that they personally performed and otherwise participated in the Tournament to meet the eligibility criteria in these Terms, and that they have not used any prohibited aids such as automatic robots, scripts, services, or other forms of manipulation. All participants warrant that their entries are their own fully original creations and will not infringe or violate the rights of any third parties, including copyrights, trademarks, and/or rights of publicity/privacy.

9. Grant of Rights

- The Organizer or third parties as it may authorize from time to time will be entitled to capture and use audio recordings, video recordings, and photographs from the Tournament ("Material") and to use name, image, voice, appearance, performance, and biographical Material for any purpose (commercial, promotional, or otherwise) in all media, forever.
- In consideration of the team's participation in this Tournament and the opportunity to win a prize, the team will assign to the Organizer all rights in the Material to the broadest extent possible and shall execute all public or private instruments requested for this purpose, as a condition to participate in the Promotion.
- The Organizer will be enabled to use, broadcast, screen, display, reproduce, and/or make available to the public the Material in any and all media, including radio, television, cinemas, events, data carriers, and the worldwide web. The Organizer may make any alterations, cuts, or other modifications to the Material and use such altered Material without restriction, and may transfer the granted rights to any third party. The team will not have the right to approve any of the Material and does not expect to gain financially from any appearance in Tournament-related Material.
- If not stated otherwise, the Organizer does not allow participants to use their own camera at the Tournament to record moving images and/or still images ("Participant Content"). Use of Participant Content is limited to private purposes on the team's own website and social media channels. The Organizer holds the intellectual property and media rights in the Tournament, and upon request, the team will provide the Organizer access to the Participant Content. Any commercial use is subject to the Organizer's prior consent.
- The Participant hereby assigns and grants to the Organizer, including its parents, subsidiaries, affiliates, and cooperation partners, any and all rights, title, and interest in all entries and materials submitted in connection with any Tournament, including voice, image, photograph, statements, biographical information, performances, name and likeness, and user-generated content ("Entry Materials") to the broadest extent possible under applicable law. For India: moral rights are inalienable and cannot be waived or assigned by the Participant. These rights include, without limitation, broadcasting,

on-demand, cinematic/exhibition, video, distribution and copying, alteration and dubbing, promotion, merchandising, publishing, and stage/radio drama and audio/talking-book rights. The Organizer may alter the Entry Materials and exploit such altered versions without limitation. The Organizer is not obliged to make use of these rights.

- The Organizer is further irrevocably entitled to assign these rights, in whole or in part, to any third party and to grant sublicenses or exploitation permissions, or to exercise the rights in its own name or through third parties.
- The sole consideration for this comprehensive assignment and grant of rights shall be the chance to win a prize in the Tournament.
- The Organizer, including its affiliated companies and partners, may require the team to enter into a separate license agreement permitting use of entries and materials for reasonable promotional, administrative, or other purposes beyond the Participant's reasonable expectation.
- Winners may be requested to take part in promotional activity, and the Organizer reserves the right to use winners' names, addresses, photographs, and audio/visual recordings in any promotional material.

10. Player Conduct

10.1 High Standards for Professionals

- All Teams and Team Personnel must at all times observe the highest standards of personal integrity and good sportsmanship, behaving professionally in interactions with other competitors, the Tournament Organizer, media, sponsors, and fans.

10.2 Competitive Integrity

- All Teams and Team Personnel are expected to compete to the best of their skill and ability at all times. Tournament organizers hold the right to penalize a team if found guilty of any violation, at their discretion.

10.3 Compliance

- Players and Team Personnel must follow the instructions of the tournament administration at all times. Failure to do so can lead to disqualification from the tournament.

10.4 Exploiting

- A player may not utilize any exploits during tournament games. Exploiting is defined as intentionally using any in-game bug to seek an advantage.

10.5 Hate Speech

- Team Personnel may not, during a LAN Event, Online Event, media interview, or any tournament-related communication, use language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul, or vulgar — whether in English or any other language, in person or on social media — nor encourage members of the public to do so.

10.6 Violence

- Team Members are expected to settle differences respectfully and without resort to violence, threats, or intimidation. Violence is never permitted at a LAN Event or against any competitor, fan, or tournament official.

10.7 Drugs and Alcohol

- The use, possession, distribution, or sale of controlled substances such as drugs or alcohol, or being under their influence, is strictly prohibited during any Tournament or on Organizer premises. Unauthorized use of prescription drugs is prohibited; prescribed drugs may only be used by the person prescribed them, as prescribed, and never to enhance performance. Violations must be reported to the Tournament Organizer.

10.8 Gambling

- Team Members are not allowed to place or attempt to place bets on any Tournament Games (or components thereof), associate with high-volume gamblers, or deliver information that might influence such bets.

10.9 Unauthorized Communications

- At LAN Events, all communication devices must be removed from the play area before any Tournament Game begins. Players may not text, email, or use social media in the match area; in-match communication is limited to teammates.

10.10 Identity

- At all public-facing Tournaments, a player may not cover their face. Hats and dark glasses are not allowed during LAN Event play.

10.11 Harassment

- Harassment — systematic, hostile, and repeated acts over time, or a singular egregious instance intended to isolate, ostracize, or diminish the dignity of a person — is prohibited.

10.12 Sexual Harassment

- Sexual harassment, including unwelcome sexual advances, is prohibited. There is zero tolerance for sexual threats, coercion, or the promise of advantages in exchange for sexual favours.

10.13 Discrimination and Denigration

- Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnicity, national or social origin, gender, language, religion, or political opinion.

10.14 Account Sharing

- Account sharing is strictly against the rules and will lead to an account ban at all stages of the tournament.

10.15 Player and Team Names

- Officials reserve the right to edit nicknames and/or URL aliases. Player names too similar to another player's are subject to change.

10.16 Devices

- All players must play on their own mobile device, unless provided by the organizer. Emulators, tablets, iPads, or software that enables PC play or other unauthorized devices are banned; violators face a penalty.

10.17 ESIC Compliance

- https://esic.gg/codes /https://esic.gg/codes/ If any team or player is found using unethical means to gain an unfair advantage, or is found to have cheated at any time in the past in the relevant game, the organizers reserve the right to suspend the player for up to 2 years from the tournament, as per an ESIC Ruling under their integrity program (https://esic.gg/codes/), and to relegate the remaining players.

10.18 Admins

- All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except where the option to appeal is clearly stated.

10.19 Cheating

- Any form of cheating will not be tolerated. When cheating is uncovered, the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anti-cheat software on

their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

10.19.1 DDoS Attacks

- Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

10.19.2 Match Fixing

- Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

10.19.3 Software or Hardware

- Using any software or hardware to gain benefits that are otherwise not available in-game — including unapproved third-party apps that manipulate gameplay, playing on private servers, and scripted attacks.

10.20 Disqualification

- Organizers reserve the right to disqualify teams and players. Any team using a known exploit will forfeit their game upon the first occurrence. If a team uses another known exploit a second time, and it is determined to be intentional, they will be removed from the event and barred from future events. Teams that do not follow the rules stated by the tournament organizer will not be allowed to compete.

10.20.1 Role Model Conduct

- As the Player is aware that they would be a role model for many, and are part of a Tournament organized by NODWIN, they confirm that they shall not indulge in any bad habits including but not limited to:
    - Cheating
    - Betting
    - Violence
    - Abuse
    - Racism
    - Unsportsmanlike Conduct

10.20.2 No Disparaging Remarks

- The Player confirms that they shall not make, publish, or communicate to any person or entity, in any online or public forum, any defamatory or disparaging remark, comment, or statement concerning the Tournament or NODWIN, its employees, officers, directors, official investors, or sponsors.

10.20.3 ESIC Codes

- The Player acknowledges and confirms that they have read, are bound by, and must comply with the ESIC Anti-Corruption Code (esic.gg/codes/anti-corruption-code), the ESIC Anti-Doping Policy (esic.gg/codes/anti-doping-code), and the Code of Conduct (esic.gg/codes/code-of-conduct), which apply throughout the term of these rules.

10.20.4 Severity of Violations

- The Team would be disqualified in the most severe cases of rule violations, such as cheating, hacking, or betting. NODWIN shall abide by the guidelines provided by the Game publisher and/or ESIC to determine the severity of the rule violation.

10.20.5 Forfeiture of Prizes

- The disqualified Player forfeits all prize money and salary payable to the Player under this Agreement.

10.20.6 Level of Offense

• Offense Penalty Matrix

Level of Offense	1st Offense	2nd Offense	3rd Offense	4th+ Offense
Level 1	Warning/reprimand and/or a fine of up to 25% of Match and/or Event prize money (or equivalent for non-Players)	Fine of up to 50% of Match and/or Event prize money (or equivalent)/ban from a match	Fine of up to 100% of Match and/or Event prize money (or equivalent)/ban from a match or a match day	A fine of an amount determined at the sole discretion of NODWIN, taking into account the nature and severity of the violation and/or a fixed term of suspension from the Game and/or Event/s for up to 12 months
Level 2	A fine of up to 50% of Match and/or Event prize money (or equivalent)/ban for a set number of games (decided by the tournament organizers)	A fine of up to 100% of Match and/or Event prize money (or equivalent)/ban for a set number of games (decided by the tournament organizers)	A fixed term of suspension from the event(s) for 12 months	A fixed term of suspension from the Event(s) of between 1 and 5 years
Level 3	A fine of up to 100% of Match	A fixed term of suspension from	A fixed term of suspension	A fixed term of suspension from the

Level of Offense	1st Offense	2nd Offense	3rd Offense	4th+ Offense
	and/or Event prize money (or equivalent)/ban for a set number of games/disqualification from the tournament	the Game and/or Event/s for up to 12 months/disqualification from the tournament	from the Game and/or Event/s of between 1 and 5 years/disqualification from the tournament	Game and/or Event/s up to a lifetime/disqualification from the tournament

Any individual found to have committed any offense will be considered an offense by the team. The penalty will be imposed on the team as a whole.

10.20.7 Level 1 Offense

- Usage of abusive language
- Non-compliance with the tournament rules
- Unauthorized communication
- Non-compliance with Media Day Segments
- Non-compliance with the Controlled Environment Guidelines

10.20.8 Level 2 Offense

- Showing inappropriate gestures to the camera
- Hate speech during any interview/content shoot
- Discrimination
- Non-compliance with the Controlled Environment Guidelines

10.20.9 Level 3 Offense

- Violence with another player at the venue/hotel
- Misbehaving with the Admin/management
- Usage of hacks
- Indulging in any kind of gambling
- Intake of any alcohol/drugs during the tournament period
- Sexual harassment
- Non-compliance with the Controlled Environment Guidelines

11. Communication and Support

11.1 Role of Referee

11.1.1 Head Referee

- The “Head Referee” is a Tournament Official responsible for judgments on every Match-related issue, question, and situation occurring before, during, and immediately following match play. Their oversight includes, but is not limited to:
    - Checking the Team’s lineup before a Match
    - Checking and monitoring player peripherals and Match Areas, if applicable
    - Announcing the beginning of the Match
    - Ordering pause/resume during play
    - Issuing sanctions and disciplinary action in response to rule violations during the Match
    - Making all Match-related determinations under these tournament Rules, including regarding pauses and stoppages of play
    - Confirming the end of the Match and its results

11.1.2 Referee Responsibilities

“Referees” are Tournament Officials who work on behalf of the Organizer and are subject to the direction, review, and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable
- Carrying out security protocols directed by the Head Referee and other Tournament Officials
- Administering the player checklist and enforcing these tournament Rules
- Communicating with players about any issues experienced, in-game and out
- Upon request, explaining any bug exploits

11.1.2 Finality of Judgment

- All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct lie solely with the Head Referee, whose decision is final. Head Referee decisions cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11.2 Communication and Support

- Official Tournament communications may be sent through:

- registered email;
- Tournament platform;
- official Google Play Arena website/microsite;
- official Tournament communication channels; or
- other channels notified by Tournament Administration.
- Participants are responsible for monitoring their registered communication channels.

12. Event Obligations

- Each player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats, and other media events that Proxima or the Tournament Organizer organizes in connection with the marketing and promotion of the Tournament and/or NODWIN ("Media Events"). Participants may be required to attend reasonable interviews, photo shoots, content sessions, and ceremonies.
- Player name, gamer tag, likeness, voice, image, and gameplay rights are governed by the playbook and Participation Agreement.
- Participant-created content must comply with GPA, Google Play, KRAFTON/BGMI, sponsor and venue requirements.
- BGMI promotional activities are treated as a separate promotional stream within GPA as stated in the current format document.

13. LAN

- Appearances on LAN: teams invited to the LAN will have to follow the guidelines provided by the League Operation Team (shared via WhatsApp group or emailed to the Team Captain's registered Email ID).
- For photo shoots, teams have to wear their own Team's Jersey. Black track pants and closed shoes are compulsory; slippers, sandals, or shorts are not allowed at LAN events.
    - After being eliminated from a match, the player must turn off their device's Wi-Fi and put down their playing device. Watching/streaming on a third-party app, including YouTube, is not allowed.
    - Penalties for not following the rules are at the sole discretion of the Tournament Organizer and may include point deductions or exclusion from competing in tournament games.
    - No player may leave the hotel or venue without permission from the Head Referee/tournament organizer.
    - Players must carry their player badge to the venue at every visit, or they will not be allowed inside.
    - Players must follow the guidelines at all times.
    - Players cannot leave the hotel or venue without the written permission of the designated player manager.

13.1 Rehost/Restart in Case of Technical Issues

13.1.1 For Online Stage/Matches (Not Applicable for LAN Events)

- The affected Player must report to the Tournament Organizer on their Team channel within three (3) minutes after the character is eliminated, and submit the recording file of the game screen within 30 minutes after the final match of the day. The Tournament Organizer will verify the file and grant or reject compensation points at its sole and absolute discretion. No compensation point will be given without verifying the screen recording, unless confirmed by another technical means at the Organizer's discretion.

13.1.2 Stoppage of Play

13.1.2.1 Pauses

- No pauses will be permitted during Tournament play for any reason. The Tournament Organizer is not responsible for player or team disconnections due to personal conditions, force majeure, or other conditions that may result in forfeiture of the match. Players and teams bear responsibility for the corresponding consequences and risks.

13.1.2.2 Technical Malfunctions or Emergencies

Tournament Referee should be immediately notified of any technical malfunctions or other emergencies, accompanied by sufficient evidence.

Tournament Games shall be remade only at the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances:

- Floods, fires, wars, terrorist acts, power outages, or other disasters that affect the event.
- The event's environment may adversely affect the outcome of the Tournament, as determined by the administration team.
- A technical malfunction or a player disconnects (excluding malfunctions and disconnects because of a player's mistake or fault) within 3 minutes after the Tournament Official has started the match. If the player can reconnect after disconnecting, no rematch will be made.
- FIVE problems occur during the loading screen, and the game cannot be loaded.
- ONE player cannot move on the battleground within 3 minutes after the game starts.
- ONE player cannot enter the Tournament Game before the departure of the starting plane.
- ONE player can join a Tournament Game without flying on the starting plane and without parachuting, but instead, start on the battleground.

- Half or more of the Observers' clients crashed, disconnected, or lagged (unable to work), no matter the number of Finishes or other issues that have taken place since the game started. The official broadcasting group has the right to restart the game if it cannot be broadcast normally.

13.2 Solutions for Extreme Cases

- Notwithstanding the foregoing, in an extreme situation - such as a network or hardware failure or a critical bug affecting one or more Players - the Tournament Organizer will judge how to proceed based on the facts and circumstances at the time. A Tournament may need to proceed even if one or more Players face extreme circumstances or critical bugs, even where the affected Players are not at fault. In deciding whether to proceed or remake a Tournament Game, the Organizer will use its best judgment, considering factors including game progress time and reporting delay. Players who submit false or misleading reports will be subject to disqualification for cheating. If the Organizer decides not to remake a Tournament Game, play resumes as normal with the affected Team continuing without the affected Player; a Player who reconnects after a disconnection or extreme circumstance shall be permitted to rejoin the game in progress.

13.3 LAN Requirements

- Only authorized players, officials and personnel may access restricted competition areas.
- Participants must follow accreditation, security, rehearsal, stage, media and match-day instructions.
- Unauthorized communication devices may be prohibited in restricted playing areas.
- Players must attend required official ceremonies, photo shoots, interviews and content activities.
- Approved jersey and dress requirements must be followed.
- The BGMI stage is a standalone stage within the GPA LAN festival and also hosts the Amateur finale matches.

14. Prize Money

- After the competition ends, team owner will be contacted by email and will need to provide their bank data to NODWIN. All prize money will be paid out by NODWIN at least 90 days after the tournament final has been completed, subject to proper submission of documents. Prize money is as stated, non-transferable, non-negotiable, with no alternative prizes; winners are responsible for all applicable taxes and expenses. If a player is missing proper payment information and makes no effort to fix this, the prize money will not be paid out until rectified.

  Note: *Prize money is applicable only to Professional stage teams. No prize money will be awarded to amateur stage teams.*

15. Amateur Club Representation

- An amateur team qualifying through a GPA Partner Club pathway may represent that club only for the defined GPA competition period and purpose.
- Players must follow approved club branding, communication and conduct guidelines.
- Players may not imply they are professional roster members, employees or agents unless expressly authorized.
- Interaction with professional club players/staff must follow the separate Invited Club Representation & Amateur Team Conduct document.
- Club contact and privacy protocols must be followed.
- Intentional losing, throwing, or match-fixing while representing a club is prohibited.

16. Playbook Precedence

- Applicable law and mandatory requirements.
- Applicable KRAFTON/BGMI publisher requirements.
- GPA Participation Agreement.
- GPA Universal playbook.
- This BGMI Game playbook.
- Official Tournament Administration and match-day instructions.
