

## 1 比賽賽制：

### Game Format:

#### 1.1 遊戲伺服器將使用 Steam 上最新版本之 PUBG (PlayerUnknown's Battlegrounds)

The game server will use the latest version of PUBG (PlayerUnknown's Battlegrounds) on Steam

#### 1.2 賽事將採用 Squad(TPP)模式

Perspective: Squad (TPP) mode

#### 1.3 比賽為 BO3 模式

Competition format: BO3

#### 1.4 比賽地圖：Erangel

Map: Erangel

#### 1.5 計分方式：

Scoring System:

##### 1.5.1 擊殺積分 Kill Points

擊殺積分根據隊伍在每局比賽中累積的擊殺次數而定。隊伍所累積的擊殺積分將根據下表計算：  
Kill Points are awarded to teams based on the number of Kills the Team accumulates during each match. Teams will accumulate Kill Points based on the following matrix:

No. of Kills 擊殺數	Kill Points 擊殺積分
40-60	500
30-39	400
20-29	300
15-19	220
10-14	150
5-9	100
1-4	50

##### 1.5.2 排名積分 Ranking Points

排名積分是根據隊伍在每局比賽結束時的排名而定。隊伍所累積的排名積分將根據下表計算：  
Ranking Points are awarded to teams based on their finishing position at the end of each match. Teams will accumulate Ranking Points based on the following matrix:

排名 Ranking	排名積分 Ranking Points	排名 Ranking	排名積分 Ranking Points
1	500	9	200
2	395	10	185
3	350	11	150
4	315	12	135
5	285	13	125
6	260	14	110
7	240	15	100
8	220	16	95

### 1.5.3 每局積分 Match Points

每局積分以每局擊殺積分加每局排名積分，並按以下每局不同的加乘比例計算：

A team's Match Points is the sum of their Kill Points and Ranking Points of each match, and then multiply by the following ratio:

- 第一局的每局積分乘以 25% (Multiply the Match#1 Points by 25%)
- 第二局的每局積分乘以 35% (Multiply the Match#2 Points by 35%)
- 第三局的每局積分乘以 45% (Multiply the Match#3 Points by 45%)

例如：該隊伍在第一局累積 35 次擊殺並以第 3 名完成，該隊則會在第一局比賽獲得 187.5 的每局積分  $((400 + 350) \times 25\%)$

For example, team which accumulates 35 Kills and finishes the Match#1 in the 3rd position will earn 187.5 Match Points  $((400 + 350) \times 25\%)$

### 1.5.4 總積分 Total Points

隊伍的總積分是在三局比賽中累積的每局積分的總和。本次比賽中總排名將依據最高的總積分作為排名之依據。

A Team's Total Points is the sum of all Match Points accumulated in the three matches. The overall ranking in this tournament will be based on the highest Total Points as the basis for ranking.

#### 1.5.5 同分判別機制 Tie Breaker

如根據 1.5.4 規則計算後發生有兩隊 (或以上) 隊伍有相同的總積分時，將依序照下列規則進行同分判別名次高低：

In the event that two or more teams have the same number of Total Points according to rule 1.5.4, the following rules shall be applied to break the tie.

1. 比較同分隊伍在所有比賽局數中之總擊殺積分。若計算後仍然同分，則按以下準則判別名次高低：Compare every tied Team's total Kill Points across all the three matches. If the score is still the same after the calculation, then the following rule shall be applied to break the tie.:
2. 比較同分隊伍在第三局比賽之排名高低。Compare every tied Team's Ranking Points in the most recent match (i.e. Match#3).

1.6 Steam ID 及遊戲 ID 必須與報名時的 ID 相同，如報到、比賽及賽後時發現 Steam 及遊戲 ID 與報名不相符者，即被判失去參賽資格。The Steam ID and game ID must be the same as the ID at the time of registration. If the Steam and game ID are found to be inconsistent during registration, matches and after the matches, the team will be disqualified from the tournament.

1.7 比賽過程中不容許使用任何非官方之聊天工具及直播軟件。Any unofficial chat tools and live broadcast software are not allowed to be used during the tournament.

1.8 所有比賽不容許使用任何形式之作弊程式及非法軟件，一經發現即取消全隊參賽資格。The use of cheating programs and illegal software in any form is not allowed in the tournament. Once discovered, the team will be disqualified.

1.9 禁止玩家/隊伍之間操控賽事結果，一經發現即時取消參賽資格。Competition manipulation and bribery are prohibited. Once discovered, the team will be disqualified.

1.10 參賽者至比賽結束前不得離開自己的位置及取消比賽遊戲，一經發現即被視作棄權。Participants are not allowed to leave their positions and cancel the game until the end of the tournament. Once discovered, they will be deemed to have waived their rights to participate the tournament.

- 1.11 除非比賽在開始 10 分鐘內斷線率達 10%，否則主辦方將不會進行重賽。 Unless the disconnection rate reaches 10% within the first 10 minutes of the match, the organizer will not conduct a rematch.
- 1.12 比賽過程如發生任何問題，請馬上通知現場工作人員。 If any problems occur during the tournament, please notify the on-site staff immediately.
- 1.13 參賽者須服從主辦單位作出的任何裁決。 Participants must obey any rulings made by the organizer.
- 1.14 任何未提及或有疑問的規則，請於比賽前主動向主辦單位查詢。 For any unmentioned or questionable rules, please consult the organizer before the competition.
- 1.15 主辦單位對賽制保留一切解釋權，參賽者必須服從。 The organizer reserves all rights to interpret the tournament format and rules, and participants shall obey.

## 2 參賽規則：

### Entry Rules:

- 2.1 參賽隊伍必須以 4 人為一隊形式報名，不設任何替補隊員。 The participating teams must register as a team of 4 members with no substitutes.
- 2.2 所有參賽選手必需年滿 18 歲或以上。 All participants must be 18 years old or above.
- 2.3 選手需自備 Steam 帳號並購買 PUBG (PlayerUnknown's Battlegrounds) 之帳號。 Players need to prepare their own Steam account and have the PUBG (PlayerUnknown's Battlegrounds) account purchased.
- 2.4 選手不得為現役及退役電競選手。 Players must not be active or retired e-sports players.
- 2.5 必須在限期前完成報名。 Application of the tournament must be completed before the deadline.
- 2.6 每支參賽隊伍必須提供隊伍名稱、隊員姓名、出生日期、電話號碼(只需隊長)、Steam ID、遊戲 ID 及電郵地址。 Each team must provide the team name, players' names, year and month of birth, phone number (captain's only), players' Steam IDs, game IDs and email addresses.
- 2.7 隊長必需加入由主辦方所開設的 Discord 群組中。 Each team's captain must join the Discord group established by the organizer.
- 2.8 主辦方將根據由得獎者提供之報名資料作聯繫及頒獎用途。 The organizer will use the registration information provided by the participants for contact and prizes awarding purposes.

## 3 選手別名：

### Players' Game ID Name :

- 3.1 選手別名必須獲得賽事方的同意。主辦方保留拒絕以及修改的所有權。 The game ID names of the

participants must be approved by the organizer. The organizer reserves the right to refuse and modify.

- 3.2 選手別名不得超過 11 或 12 字元 (依隊伍簡稱而定)。The game ID names of the participants must not exceed 11 or 12 characters (according to the team abbreviation).
- 3.3 選手別名可以使用大寫和小寫字母 (A-Z) 和數字 (0-9)。Participants' game ID names can apply uppercase and lowercase letters (A-Z) and numbers (0-9).
- 3.4 選手別名不能使用空格，下劃線 ( ) 或連字符號 (-)。選手別名必須遵守以上規則。嚴格禁止使用其他拼寫方式來規避以下規則。選手別名不可包含贊助商名稱。The participants' game ID names cannot apply spaces, underscores ( ) or hyphens (-). It is strictly forbidden to use other spelling methods to circumvent the following rules. The participants' game ID names cannot contain the names of their sponsors.
- 3.5 選手別名不可包含任何產品名稱或描述及任何純商業用語。The participants' game ID names cannot contain any product names or descriptions, and any purely commercial terms. .
- 3.6 選手別名不得包含粗俗、侮辱、歧視或淫穢用語。The participants' game ID names shall not contain vulgar, insulting, discriminatory or obscene wordings and language.
- 3.7 選手別名必須遵守行為準則。The participants' game ID names must abide by the code of conduct.

#### 4 遊戲內暱稱：

##### **In-Game Nickname:**

遊戲內暱稱必須獲得主辦方的同意。主辦方保留拒絕使用遊戲內暱稱的權力，並且可以出於任何原因 (包括確保遊戲內暱稱可以適合任何遊戲內顯示的範圍) 要求修改暱稱。

The nickname in the game must be approved by the organizer. The organizer reserves the right to refuse to use the in-game nickname, and may request to modify the nickname for any reason (including ensuring that the in-game nickname can fit in any range displayed in the game).

- 4.1 遊戲內暱稱不得超過 16 個字元。The nickname in the game must not exceed 16 characters.
- 4.2 遊戲內暱稱不得使用空格或連字號 (-)。No spaces or hyphens (-) shall be used in the nicknames in the game.
- 4.3 遊戲內暱稱與玩家別名和隊伍簡稱同受到第 3 條的規則約束。Participants' in-game nicknames, game ID names and team abbreviations are all subject to the same rules as stated in clause 3.

#### 5 比賽設定：

##### **Game Settings:**

賽事中的每場比賽都將使用電競模式和以下比賽設置。所有設置都應該保持預設，除非另外公告說明。主辦方保留隨時以任何理由更改遊戲設置的權利。主辦方可能會對遊戲進行臨時調整設置，以幫助減輕任何遊戲中的錯誤造成的影響。Each match in the tournament will use the e-sports mode and the

following game settings. All settings should be set as default, unless otherwise announced. The organizer reserves the right to change the game settings at any time for any reason. The organizer may make temporary adjustments to the game settings to help reduce the impact of any errors in the game.