

MULTI-REGIONAL LEAGUE PUBG PC SQUAD FPP GAMERS UNITE 2019



STARTING CASH PRIZE POOL: 10000.00 USD

REGISTRATION FEE PER TEAM : 40\$

PRIZE POOL WILL INCREASE BASED ON NUMBER OF TEAM REGISTRATIONS.

ALL PAYMENTS WILL BE SETTLED VIA WIRE TRANSFER 4 DAYS AFTER THE MAIN EVENT.

STAGES	DATE	TIME	LOCATION	10,000.00 USD
STAGE 1&2	18-May-19	10:00 AM	ONLINE TOURNAMENT	
STAGE 3&4	19-May-19	02:00 PM	ONLINE TOURNAMENT	
GRAND FINAL	21-Jul-19	TBA	ONLINE TOURNAMENT	

This is an online tournament, but you are all WELCOME to join us @GAMERS UNITE ARENA (21st of July 2019) – THE NEW BIEL.

MULTI-REGIONAL LEAGUE PUBG PC SQUAD FPP Gamers Unite 2019



1. STARTING CASH PRIZE POOL DISTRIBUTION:

- 1st place: 4000.00 USD
- 2nd place: 2000.00 USD
- 3rd-6th : 1000 USD

Prize pool will increase based on number of team registrations.

if registrations exceed 256 teams, 50% of tickets income will be added to prize pool.

2. SQUAD FPP STRUCTURE:

- TOURNAMENT TEAM CAP: 1024
- Server region: EU
- Team: SQUAD
- Player camera restriction: FPP
- Total number of players per lobby: 64
- Total number of teams per lobby: 16

3. OPEN QUALIFIERS RULES:

- Players must be from the below Countries & Teams must be from the same country

LEBANON	UAE	IRAQ
EGYPT	JORDAN	BAHRAIN
KSA	TUNISIA	YEMEN

- **TICKETING**

All teams and team members shall buy their tickets through www.lhjoz.com OR all official Gamers unite Sale Points. If you're buying your ticket through (KHOURY HOME, AMEX, MALIKS, LIBANPOST) – You need to register online and fill your form first and then go buy your ticket from the listed outlets – Your registration will stay valid 48 hours after registering online.

All Team captains must have a DISCORD & FACEIT account and will instantly be invited to “Gamers Unite” Discord Channel within the week of purchasing their tickets.

- **RULES & REGULATIONS**

By registering for “Gamers Unite” each team and team members confirm that they have read and will abide by the rules & regulations of the event.

- **SUBSTITUTIONS**

Substitutions are not allowed throughout the qualifiers.

- **PLAYER NAMES**

Player Names can be edited by “Gamers Unite” management team if found inappropriate.

- **CHECK-IN**

All players must be present in lobby 15 minutes before the game starts.

Matches should be played with 4 players, if a team is missing a player they will be removed before the tournament lobby starts.

- **DISCONNECTS**

In the case that a player(s) disconnects during a match, the team is allowed to continue to play the match at a disadvantage.

- **FORFEIT**

Participants can choose to forfeit a match if they wish. Forfeiting will result in 0 points from that match and possible penalty points.

- **TIEBREAKER**

In case of a tie in the results the first tiebreaker will be average placement of the teams during the latest round. In case they still tie the second tiebreaker will be amount of kills. If still tied the winner will be chosen randomly.

STAGE 1: 18-May-19 -10:00 AM (If changes occur in date & time, all registrants shall be notified by organizers)

- Up to 1024 Teams. All registered teams will be shuffled randomly into each Lobby of 16 TEAMS each, Total # of Lobby's 64.
- 3 rounds of Erangel.
- After 3 games, Top 8 of each Lobby progress to the second stage.

Round 1 Map: Erangel

Round 2 Map: Erangel

Round 3 Map: Erangel

STAGE 2: 18-May-19 -2:00 PM (If changes occur in date & time, all registrants shall be notified by organizers)

- 512 Teams. All teams will be shuffled randomly into each Lobby of 16 TEAMS each, Total # of Lobby's 32.
- 3 rounds of Erangel.
- After 3 games, Top 4 of each Lobby progress to the Third stage.

Round 1 Map: Erangel

Round 2 Map: Erangel

Round 3 Map: Erangel

STAGE 3: 19-May-19 -10:00 AM (If changes occur in date & time, all registrants shall be notified by organizers)

- 128 Teams. All teams will be shuffled randomly into each Lobby of 16 TEAMS each, Total # of Lobby's 8.
- 3 rounds of Erangel.
- After 3 games, Top 4 of each Lobby progress to the Fourth stage.

Round 1 Map: Erangel

Round 2 Map: Erangel

Round 3 Map: Erangel

STAGE 4: 19-May-19 -2:00 PM (If changes occur in date & time, all registrants shall be notified by organizers)

- 32 Teams. All teams will be shuffled randomly into each Lobby of 16 TEAMS each, Total # of Lobby's 2.
- 3 rounds of Erangel.
- After 3 games, Top 8 of each Lobby progress to Final stage – MAIN EVENT.

Round 1 Map: Erangel

Round 2 Map: Erangel

Round 3 Map: Erangel

IN CASE LESS THAN 512 TEAMS REGISTER THE TOURNAMENT WILL HAVE ONLY 3 STAGES BEFORE THE GRAND FINAL. IN CASE LESS THAN 256 TEAMS REGISTER THE TOURNAMENT WILL HAVE ONLY 2 STAGES BEFORE THE GRAND FINAL

POINTS DISTRIBUTION	
Place	Points
<i>Kill Points</i>	<i>1 per kill</i>
1st	10
2nd	6
3rd	5
4th	4
5th	3
6th	2
7th	1

4. CHEATS:

Cheating is strictly prohibited. As a condition of their participation in “GAMERS UNITE” PlayerUnknown’s Battleground competition, players agree to refrain from manipulating the game files in any way, using any unapproved game modifications, programs, or any other methods that gives one an unfair advantage over another player. The definition of cheating will be determined by the organizers where applicable.

5. STAY CONNECTED:

Follow us on our Facebook and Instagram page: “**Mindwhisk Events**” and stay up to date!

6. GAMERS UNITE ORGANISERS CONTACT:

For more information or clarifications please contact us on juan@mindwhisk.com – roula@mindwhisk.com

