



OFFICIAL RULEBOOK

PUBG India Challenge 2026

Competition Specific Rules under SUPER 6.0.3

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PUBG ESPORTS

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1 INTRODUCTION

1.1 ABOUT PIC 26

The PUBG India Challenge 2026 ("PIC 26" or the "Competition") is a PUBG: BATTLEGROUNDS (PC) squad tournament for Teams from India. It runs from 21 October to 29 November 2026 across four Stages: Qualifiers, League, Last Chance and Grand Finals.

1.2 THIS RULEBOOK AND SUPER

PIC 26 follows SUPER, the Standard and Universal PUBG Esports Ruleset published by KRAFTON, Inc. ("KRAFTON"), version 6.0.3 of 26 August 2026. This rulebook is the Competition Specific Rules for PIC 26 under SUPER. It restates the SUPER rules that matter most to Teams and adds the rules that are specific to PIC 26: format, schedule, registration, Match Days and prizes.

Where a rule comes from SUPER, the SUPER section is shown next to it, for example (SUPER 4.4). If this rulebook and SUPER conflict, SUPER prevails, except for the departures listed in section 13.3, which apply to PIC 26 instead of the SUPER rule they name.

1.3 ACCEPTANCE OF THE RULES SUPER 1.1

By registering for or taking part in PIC 26, every Player and Team accepts this rulebook and SUPER, and agrees to follow them and Administration's instructions and decisions. The Rules apply wherever the Competition takes place: in Matches, on the official Discord server, on stream and on social media, from registration until the end of the Competition.

1.4 SPIRIT OF THE RULES SUPER 1.2

PIC 26 is built on fair play, sportsmanship and competitive integrity. Competitors must respect the spirit of the Rules as well as their wording. Trying to gain an unfair advantage through a loophole or an unclear rule is itself a breach of the Rules.

1.5 RULE CHANGES SUPER 1.3

Administration may change, add or remove rules at any time. Material changes are listed in the changelog (section 14) and announced on the official Discord server. Administration may also rule on cases this rulebook doesn't cover, in the spirit of fair play. Every Competitor is responsible for knowing the latest version.

1.6 DEFINITIONS

TERM	MEANING
Administration	The PIC 26 tournament administration, which runs the Competition and makes decisions under the Rules.
Competitor	Any Player or other Team member taking part in the Competition.
Player	A person on a Team's roster.
Substitute	The optional 5th Player on a roster.
Captain	The Player who created the Team on the registration site. The Captain is the Team Representative under SUPER 3.4.
Team	The Players registered together under one Team name.

TERM	MEANING
Match	One game of PUBG: BATTLEGROUNDS played in an official PIC 26 lobby.
Match Day	A day on which Matches are played.
Stage	A phase of the Competition: Qualifiers, League, Last Chance or Grand Finals.
Rules	This rulebook, SUPER, the PUBG Terms of Service and the PUBG Rules of Conduct (section 9.1).
IST	Indian Standard Time (UTC+5:30). All times in this rulebook are IST.

1.7 OFFICIAL CHANNELS AND CONTACT

- The official PIC 26 Discord server is where Administration posts announcements, the schedule, results and lobby details. Every Player must join it with the Discord account they registered with, and stay in it until the end of the Competition.
- The Captain speaks for the Team. Administration may treat anything the Captain says or agrees to as coming from the whole Team.
- For help, open a ticket from the Support channel. On Match Days, use your Team's match-day channel and the Call admin button (section 5.6).
- Automatic messages and answers on the Discord server are for information only and are never decisions. Only Administration staff decide disputes, penalties and exceptions.
- Administration staff hold the Admin, Moderator or Support role on the Discord server.

1.8 LANGUAGE

This rulebook is written in English. If a translation differs from the English version, the English version prevails.

2 FORMAT AND SCHEDULE

2.1 KEY DATES

DATE	WHAT HAPPENS
Wed 21 Oct to Wed 4 Nov	Registration. Closes Wed 4 Nov at 23:59 IST
Tue 10 Nov	Roster lock at 23:59 IST
Wed 11 Nov	Qualifiers
Thu 12 to Sun 15 Nov	League, weekend 1: Match Days 1 to 4
Thu 19 to Sun 22 Nov	League, weekend 2: Match Days 5 to 8
Mon 23 to Wed 25 Nov	Reserve days, only used if needed
Thu 26 Nov	Last Chance
Fri 27 Nov	Finalists Day (no Matches)
Sat 28 to Sun 29 Nov	Grand Finals

ROSTER LOCK: TUE 10 NOV, 23:59 IST. AFTER THIS, ROSTERS ONLY CHANGE IN AN EMERGENCY, WITH ADMINISTRATION'S WRITTEN APPROVAL.

2.2 FORMAT AT A GLANCE

STAGE	TEAMS	MATCHES	WHAT'S AT STAKE
Qualifiers	Up to 128, in lobbies of up to 16	5 per lobby	32 places in the League
League	32, in 4 groups of 8	20 per Team, 40 in total	1st to 12th: Grand Finals. 13th to 28th: Last Chance. 29th to 32nd: out
Last Chance	16	5	4 places in the Grand Finals
Grand Finals	16	10, 5 per day	The PIC 26 title

Every Match is a squad TPP Match with 16 Teams (64 Players). Scoring is the same in every Stage (section 8). Points reset at the start of each Stage. The only points carried over are the League bonus points for the Grand Finals (section 8.5).

2.3 QUALIFIERS (WED 11 NOV)

- **Who plays.** Every Team that is registered when registration closes and still meets the Rules at roster lock.
- **32 Teams or fewer.** There are no Qualifiers. Every Team goes straight to the League.
- **More than 128 Teams.** The 128 Teams with the highest seeding scores play. The others form a reserve list, in seeding order (section 2.9).
- **Seeding score.** The total of the four highest current-season Ranked points (squad) among the Team's Players, read from the official PUBG API after roster lock. Unranked Players count as 0. If a new Ranked season has only just started, Administration may use the previous season's points.

- **Lobbies.** Teams play in lobbies of up to 16, placed in snake order by seeding score: seeds 1, 2, 3 and so on go to lobbies 1, 2, 3 and so on, and the order reverses on every pass. Lobby sizes differ by one Team at most.
- **Matches.** 5 Matches per lobby, on the daily map rotation (section 7.2).
- **Who advances.** 32 Teams. Every lobby sends the same number of Teams: 32 divided by the number of lobbies, rounded down. Any places left go to the best remaining Teams across all lobbies, by Total Points and then the tiebreakers (section 8.6).

ELIGIBLE TEAMS	LOBBIES	ADVANCE FROM EACH LOBBY	BEST OF THE REST
33 to 48	3	10	2
49 to 64	4	8	0
65 to 80	5	6	2
81 to 96	6	5	2
97 to 112	7	4	4
113 to 128	8	4	0

2.4 LEAGUE (THU 12 TO SUN 22 NOV)

- **Groups.** The 32 Teams are split into 4 groups of 8: A, B, C and D. Teams are ranked by their Qualifiers result: all lobby winners first, then all 2nd places, and so on (Teams with the same lobby finish are ordered by Total Points and the tiebreakers), followed by the best-of-the-rest Teams in order of Total Points. They are then placed in snake order: 1st to A, 2nd to B, 3rd to C, 4th to D, 5th to D, 6th to C, 7th to B, 8th to A, and so on. If there were no Qualifiers, seeding scores are used instead.
- **Match Days.** 8 Match Days, Thursday to Sunday over two weekends. On each Match Day, two groups (16 Teams) play 5 Matches in one lobby.
- **Matches.** Each Team plays on 4 Match Days, 20 Matches in all. The League has 40 Matches.
- **Standings.** One League table for all 32 Teams, by Total Points across their 20 Matches, then the tiebreakers (section 8.6).

MATCH DAY	DATE	GROUPS
1	Thu 12 Nov	A + B
2	Fri 13 Nov	C + D
3	Sat 14 Nov	A + C
4	Sun 15 Nov	B + D
5	Thu 19 Nov	A + D
6	Fri 20 Nov	B + C
7	Sat 21 Nov	A + B
8	Sun 22 Nov	C + D

- **After the League.** 1st to 12th go to the Grand Finals, and 1st to 8th also earn bonus points (section 8.5). 13th to 28th go to the Last Chance. 29th to 32nd are eliminated.

- **Fewer than 32 Teams.** Administration sets the group sizes and announces them before the League starts. If the League has fewer than 28 Teams, every Team from 13th place down plays the Last Chance.

2.5 LAST CHANCE (THU 26 NOV)

League 13th to 28th: 16 Teams in one lobby, 5 Matches, all starting on 0 points. The top 4 join the Grand Finals.

2.6 FINALISTS DAY (FRI 27 NOV)

No Matches are played. Administration may hold technical checks with the 16 finalists.

2.7 GRAND FINALS (SAT 28 TO SUN 29 NOV)

- 16 Teams: League 1st to 12th and Last Chance 1st to 4th.
- 10 Matches, 5 on each day.
- League 1st to 8th start with bonus points (section 8.5). Every other Team starts on 0.
- The Team with the most Total Points after Match 10 is the PIC 26 champion.

2.8 RESERVE DAYS AND SCHEDULE CHANGES

- Mon 23 to Wed 25 Nov are reserve days, used only if League Matches can't be played as scheduled (for example, after a server outage). Teams keep these days free until Administration confirms they aren't needed.
- Administration may move a Match Day, change Match times, or add or replay Matches when needed, and announces every change on the official channels.

2.9 WITHDRAWALS AND REPLACEMENTS

- A Team that withdraws or is disqualified before the Qualifiers is replaced by the next Team on the reserve list, if there is one.
- If a place opens between Stages, Administration may fill it with the next best Team from the Stage that feeds it: for example, the best non-qualified Team of the Qualifiers for a League place, or the 5th-placed Last Chance Team for a Grand Finals place.
- A Team that withdraws or is disqualified during a Stage isn't replaced. Its results are removed from the standings, and other Teams keep the points they earned.
- Teams must finish the Competition once they start (section 9.17). Withdrawing without a valid reason can lead to penalties.

3 REGISTRATION AND PLAYER ELIGIBILITY

3.1 REGISTRATION

Teams register on the official registration site between Wed 21 Oct and Wed 4 Nov 2026. Each Player's PUBG account is verified during registration (section 3.4).

REGISTRATION CLOSES WED 4 NOV, 23:59 IST. ONLY TEAMS WITH 4 VERIFIED PLAYERS AT THAT MOMENT ARE ENTERED.

3.2 AGE SUPER 2.1

Players must be at least 18 years old on Wed 11 Nov 2026. Administration may ask any Player for proof of age (a government-issued ID) at any time. A Player who can't prove their age can't play.

3.3 RESIDENCY SUPER 3.3

- Every Player must live in India, as an Indian citizen or a legal resident, and play every Match from India.
- This is stricter than SUPER 3.3, which only requires half of a roster to come from the region.
- Administration may ask any Player for proof of identity and residence (for example, Aadhaar, a passport or a voter ID).

3.4 PUBG ACCOUNT

- Each Player plays on the PUBG: BATTLEGROUNDS (PC) account verified at registration, and only on that account.
- One account per Player and one Player per account. Playing on someone else's account, or letting someone else play on yours, is ringing (section 9.8).
- The account must be in good standing. An account that is banned when checked can't be registered or play. If a Player's account is banned for cheating during the Competition, the Player is removed and the Team may be disqualified.
- A PUBG account can be on one Team only.

3.5 PLAYER NAMES SUPER 2.2 AND 2.3

- A Player's alias is the name of their verified PUBG account. It's the name shown in standings and on the broadcast.
- Players don't need to add their Team tag to their in-game name. This replaces the TAG_PlayerAlias format of SUPER 2.3 (section 13.3).
- Names must follow the content rules of SUPER 2.2. A name may not include or resemble: the name or trademark of a company that doesn't own or officially sponsor the Team; a product or service; purely commercial words; vulgarities or obscenities; or all or part of the names KRAFTON or PUBG, or any KRAFTON trademark, without KRAFTON's written approval. Names must not break anyone else's rights or the Code of Conduct, and alternative spellings to get around these rules aren't allowed.
- Administration may ask a Player to change their name for any reason.
- Don't change your PUBG name after roster lock without telling Administration first.

3.6 ONE TEAM ONLY SUPER 2.4

- A Player can be on one Team only.
- Once a Player has played a Match for a Team, they can't play for another Team in PIC 26.
- A Player registered for PIC 26 can't also take part in the PUBG APAC Challenge 2026 (PAC 26).

3.7 CONFLICT OF INTEREST SUPER 2.5

Employees, directors and officers of KRAFTON, of Administration, or of their vendors working on the Competition can't take part as Competitors.

4 TEAMS AND ROSTERS

4.1 ROSTER SUPER 3.4

- A roster has 4 or 5 Players: 4 starting Players and 1 optional Substitute.
- PIC 26 doesn't register coaches or managers. This replaces the coach and manager places of SUPER 3.4 (section 13.3).
- The Captain is the Team Representative for all contact with Administration. A Team can't change its Captain during the Competition without Administration's written approval.

4.2 TEAM NAMES SUPER 3.2

- Team names follow the same content rules as Player names (section 3.5) and the Code of Conduct.
- If two Teams want the same name, Administration decides who gets it, taking into account things like which Team used it first in PUBG esports and which Team submitted it first.
- Team names can't change after roster lock without Administration's written approval.
- Administration may ask a Team to change its name for any reason.

4.3 TEAM TAGS SUPER 3.1

- Every Team needs a tag of 2 to 4 characters, using letters (A to Z) and numbers (0 to 9) only: no spaces, underscores or hyphens.
- Tags must be unique in the Competition and follow the same rules as Team names. Disputes over a tag are settled the same way as for Team names.

4.4 ROSTER CHANGES AND ROSTER LOCK

- Until registration closes (Wed 4 Nov, 23:59 IST), Teams can be created and changed freely on the registration site.
- From then until roster lock (Tue 10 Nov, 23:59 IST), registered Teams can still add, remove or swap Players, but no new Teams can be created. A Team needs at least 4 verified Players at roster lock to stay in the Competition.
- After roster lock, rosters are fixed for the rest of the Competition. A change is only possible in an emergency (section 4.6), with Administration's written approval.

4.5 SUBSTITUTIONS

- The Substitute can replace a starting Player between Matches, never during one.
- Tell Administration in your Team's match-day channel before the next Match starts.
- This replaces the SUPER 3.4 rule that a Team keeps the same roster for the whole day (section 13.3).

4.6 PLAYING SHORT-HANDED AND EMERGENCIES SUPER 3.4

- Teams play with 4 Players. A Team may start a Match with 3 if a Player can't play (for example, after a crash or a connection problem). A Team with fewer than 3 Players at the start of a Match can't play it and scores 0 for that Match.
- In an emergency after roster lock, Administration may approve a roster change, or let a Team play with 3 Players until the emergency is resolved. Only Administration decides what counts as an emergency. Examples

include a serious health issue of a Player or their family (documents required), a natural disaster or other force majeure event where a Player lives, and legal issues.

- A Team that can't field 3 Players may be disqualified from a Match or from the Competition.

4.7 TEAM OWNERSHIP SUPER 3.5 AND 3.6

- A Team's place in the Competition belongs to the Team: to the company that owns it, if there is one, or otherwise to the Captain on behalf of the Players.
- During the Competition, a Team or its place can't be sold or transferred, and its ownership can't change.
- No person, company or group may own, operate, fund, manage or market more than one Team in the Competition, directly or indirectly, or run two Teams under the same or a similar brand or name. The owners of two different Teams can't have a business or financial relationship that could benefit both Teams based on results.

4.8 NOTICE OF BREACHES SUPER 3.7

The Captain must tell Administration as soon as possible about any suspected or actual breach of the Rules by the Team or any of its Players.

4.9 SPONSORSHIPS SUPER 3.8

Teams may not have sponsors that break the law, harm the public, are likely to shock or offend most of the community, or that Administration considers unsuitable for broadcast. Teams that do may be removed from the Competition. Prohibited sponsors include, but aren't limited to, businesses related to:

- drugs (except over-the-counter medicines), marijuana or tobacco;
- adult content;
- other video games, game developers or publishers;
- illegal network marketing;
- illegal gambling;
- PUBG intellectual property used without authorisation;
- firearms or ammunition;
- cheats, hacks, or virtual items sold on grey or black markets;
- illegal or unlicensed products or services;
- cryptocurrencies, virtual asset exchanges or blockchain technology.

Ask Administration in writing before taking on any sponsor that might fall into these categories. KRAFTON, Administration and broadcast partners may blur or edit any Team or sponsor display for legal or platform reasons, aren't liable for doing so, and Teams and Players indemnify them against any resulting claims. Administration not objecting to a sponsor doesn't mean it approves it: Teams remain responsible for their sponsors.

5 MATCH DAYS

5.1 MATCH TIMES

- All times are IST. Match times are in the official schedule on the Discord server and in your Team's match-day channel.

- Times can change on the day. Every change is posted in your Team's match-day channel, and the latest time posted there is the official one.

5.2 MATCH-DAY CHANNELS

- On each Match Day, every playing Team gets a private text channel and a private voice channel on the Discord server. Only the Team's Players and staff can see them.
- Lobby details (the custom match name and password) are posted there. They are confidential: never share them (section 9.16).

5.3 CHECK-IN AND LOBBY

- The 4 Players who will play must be in the lobby, in their Team's assigned slot, at least 10 minutes before each Match's start time.
- Use only your Team's slot. Spectator and observer slots are for Administration only.
- A Team that isn't in the lobby when a Match starts misses that Match and scores 0 for it. Administration doesn't wait for late Teams.
- A Team that misses every Match of a Match Day without telling Administration may be disqualified.

5.4 DURING A MATCH

- Only the Players in the Match may communicate with each other while it's live. Nobody else, the Substitute included, may give the Team information during a Match.
- Matches aren't paused.
- If a Player disconnects or the game crashes, the Player reconnects as quickly as possible. The Match carries on, and isn't restarted because one Player disconnected or crashed.
- Disconnecting on purpose isn't allowed (section 9.9).

5.5 RESTARTS AND REPLAYS

- Administration may restart a Match, on the same map with the same settings, if one of these happens before the first blue zone starts to move: the server crashes; the Match was created with the wrong settings; or a technical problem outside the Players' control affects several Teams.
- After the first blue zone starts to move, a Match is only replayed if Administration decides its result can't stand, for example after a server crash. Otherwise it counts as played.
- Kills and placements from a stopped Match don't count.
- Bugs that affect a single Player or Team (for example, a vehicle or terrain glitch) don't lead to a restart.
- Administration decides all restarts and replays, and its decision is final.

5.6 CALL ADMIN

- For a problem during a Match Day (lobby access, a crash, wrong settings, a suspected breach), use Call admin in your Team's match-day channel.
- Raise problems as early as possible. Administration can't fix a problem it doesn't know about.
- After the Match Day, use a ticket (section 10.4).

5.7 RESULTS

- Results come from the official match data. Administration posts them in the results channel after each Match Day.
- To question a result, open a ticket within 30 minutes of the end of that Match Day's last Match (section 10.4).
- After that, results are final, unless Administration later finds an error or a breach of the Rules.

6 TECHNICAL RULES

6.1 EQUIPMENT AND CONNECTION

- All Matches are played online unless Administration announces otherwise. Players use their own PC, peripherals and internet connection. Problems on a Player's side, such as hardware, software, power or connection failures, are the Player's responsibility and don't lead to a restart.
- Update PUBG: BATTLEGROUNDS to the latest version before each Match Day.
- Players must play from India (section 3.3). VPNs and proxies aren't allowed during Matches. Ping routing tools are allowed, but Administration may ask a Player to turn one off.

6.2 PROHIBITED SOFTWARE

- Anything that gives an unfair advantage is forbidden (SUPER 4.7 and 4.8). This includes cheats and hacks, macros and scripts (for example, recoil or rapid-fire macros), and anything that reads or changes game memory or files.
- Programs that change what the game shows aren't allowed, for example crosshair overlays, ReShade or other visual filters. Monitor and graphics driver settings, such as brightness, contrast or colour vibrance, are allowed.
- Voice chat (such as Discord) and recording software (such as OBS) are allowed.

6.3 ANTI-CHEAT CHECKS

- PUBG's anti-cheat must be running, as it does by default.
- Before or after a Match, Administration may ask any Player to share their screen in a Discord call, show the programs running on their PC, or answer questions. Refusing, or not responding in reasonable time, may be treated as a breach of the Rules.

6.4 POV RECORDING

- From the League onward, every Player records their own screen, with game audio, for every Match, and keeps each recording for 7 days.
- Administration may ask for a recording during an investigation. Not having it may count against the Player.

7 IN-GAME SETTINGS SUPER 9

Every Match uses Esports Mode settings, which are the same as Ranked Mode settings. Any setting not listed below stays at its default. Administration may change settings at any time, including temporary changes to work around a game bug.

7.1 GAME SETTINGS SUPER 9.1

SETTING	VALUE
Maps	Erangel, Miramar, Taego, Rondo
Perspective	TPP
Players	64 (16 Teams)
Team players	4
Weather	Sunny

7.2 MAP ROTATION

Every Match Day of every Stage uses the same rotation:

MATCH	1	2	3	4	5
Map	Erangel	Miramar	Taego	Rondo	Erangel

On Grand Finals day 2, Matches 6 to 10 follow the same rotation.

7.3 BLUE ZONE SUPER 9.2, 9.4, 9.6 AND 9.10

The same blue zone settings apply on all four maps. Delay, Wait and Move are in seconds.

PHASE	DELAY	WAIT	MOVE	DPS	SHRINK	SPREAD	LAND RATIO
1	90	180	240	0.6	0.33	0.67	0
2		60	120	0.8	0.55	0.64	0
3		60	120	1	0.6	0.64	0
4		60	120	3	0.6	0.64	0
5		60	120	5	0.65	0.64	0
6		60	120	8	0.65	0.64	0
7		60	90	10	0.65	0.64	0
8		60	60	14	0.65	0.64	0
9		10	120	18	0.001	0	0

7.4 VEHICLES, BOATS AND GARAGES SUPER 9.3, 9.5, 9.7 AND 9.11

- Every map has fixed vehicle spawns (red dots) in addition to the random ones.
- Boats spawn only, and always, at the light blue dots.

- On Taego and Rondo, garages are at the pink dots.

■ Fixed vehicle spawn ■ Boat spawn ■ Garage (Taego and Rondo)



ERANGEL



MIRAMAR



TAEGO



RONDO

8 SCORING AND TIEBREAKERS SUPER 10

Every Match in every Stage is scored the same way.

8.1 KILL POINTS SUPER 10.1

Teams earn 1 Kill Point for each kill, as recorded in the official match data.

8.2 PLACEMENT POINTS SUPER 10.2

PLACEMENT	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH TO 16TH
Points	10	6	5	4	3	2	1	1	0

8.3 MATCH POINTS AND TOTAL POINTS SUPER 10.3 AND 10.4

- Match Points = Kill Points + Placement Points. For example, a Team with 10 kills that finishes 3rd scores 15 Match Points (10 + 5).
- Total Points are all the Match Points a Team earns in a Stage, plus its League bonus points in the Grand Finals.

8.4 POINTS BY STAGE

Points reset at the start of each Stage. Qualifiers, League and Last Chance standings only count that Stage's Matches.

8.5 LEAGUE BONUS POINTS (GRAND FINALS)

LEAGUE PLACE	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
Bonus points	+10	+6	+5	+4	+3	+2	+1	+1

Bonus points are added to a Team's Total Points before Grand Finals Match 1. They count toward Total Points only, not toward placement points or any tiebreaker that looks at a single Match.

8.6 TIEBREAKERS SUPER 10.5

Within a single Match, Teams are ranked by Match Points, then by placement.

In the standings of a Stage, Teams are ranked by the following, in order:

1. Total Points.
2. Total placement points across all the Stage's Matches (kills not counted).
3. Match Points in the most recent Match.
4. Placement points in the most recent Match.
5. Total damage dealt in the most recent Match.

"The most recent Match" is the latest Match each Team played in that Stage.

9 CODE OF CONDUCT SUPER 4

Competitors must always follow this Code of Conduct and Administration's instructions, and behave in a positive and professional way: in Matches, on the Discord server, on stream and on social media.

9.1 PUBG TERMS OF SERVICE AND RULES OF CONDUCT SUPER 4.1

Competitors must follow the [PUBG Terms of Service](#) and the [PUBG Rules of Conduct](#). Together with SUPER and this rulebook they are the "Rules", and breaking any one of them may count as breaking all of them.

9.2 BEST EFFORT AND COMPETITIVE INTEGRITY SUPER 4.2 AND 4.3

Competitors must play every Match to the best of their ability. Any behaviour that goes against sportsmanship, honesty or fair play, or that undermines the fairness or public trust of the Competition, may be sanctioned even if no rule names it. Using technicalities or loopholes to get around the intent of the Rules is strictly prohibited.

9.3 COLLUSION, TEAMING AND MATCH-FIXING SUPER 4.4

Collusion, also called teaming, is any agreement between two or more Competitors to cheat, deceive or disadvantage other Competitors. It includes:

- agreeing to any rules outside the official Rules;
- playing worse or losing on purpose, or encouraging another Competitor to;
- pre-arranging to split prize money or any other reward;
- sending or receiving signals or messages to or from opponents;
- cooperating with another Team in Matches or practice for any reason, including to influence qualification or final standings.

Match-fixing is offering, agreeing to, conspiring in or influencing the result of a Match by means that are against the law or the Rules. Administration alone decides whether conduct is collusion, teaming or match-fixing, and the penalty.

9.4 BETTING AND GAMBLING SUPER 4.5

Competitors must not bet on any PUBG Match or competition, or help or encourage anyone else to, and must not benefit in any way from bets on any result.

9.5 BRIBERY SUPER 4.6

Competitors must not offer, give or accept anything of value to influence the judgement or conduct of anyone involved in the Competition, or to gain or give an unfair advantage.

9.6 EXPLOITING AND HACKING SUPER 4.7

Exploiting is using a bug or glitch in a way the game's designers didn't intend, to gain an unfair advantage. Hacking is any modification of hardware, software, the game client or the internet connection. Both are forbidden. If you find a bug, report it to Administration.

9.7 CHEATING AND GHOSTING SUPER 4.8

Competitors must not cheat by using any device, program or method that gives an unfair advantage. This includes ghosting: getting information during a Match from outside the game, for example from the broadcast, a stream, a spectator or anyone who isn't playing.

9.8 RINGING SUPER 4.9

Playing on another Competitor's account, or letting someone else play on yours, is ringing and is forbidden.

9.9 INTENTIONAL DISCONNECTS SUPER 4.10

Competitors must not disconnect from a Match on purpose by any means, such as quitting the Match, turning off the PC or unplugging the network cable. Any disconnection caused by a Competitor's action counts as intentional, whatever the intent.

9.10 PROFANITY AND HATE SPEECH SUPER 4.11

Competitors must not use obscene, vulgar, insulting, threatening, abusive, defamatory or otherwise offensive language, and must not engage in or incite hatred or discrimination.

9.11 DISRUPTIVE AND ABUSIVE BEHAVIOUR SUPER 4.12

Competitors must not make insulting, mocking, disruptive or antagonistic actions or gestures. The Competition is broadcast in many countries, so Competitors must be aware of the sensitivities of other cultures. Administration decides what counts as disruptive or abusive.

9.12 DELAYING OR INTERFERING WITH THE COMPETITION SUPER 4.13

Competitors must not delay or interfere with the Competition: for example, by trying to get tournament information through unofficial means, interfering with a Match or with the work of staff or other Competitors, or anything else that delays or disrupts a Match.

9.13 HARASSMENT AND SEXUAL HARASSMENT SUPER 4.14

Competitors must not harass anyone. Harassment includes systematic, hostile and repeated acts meant to isolate or exclude a person or to affect their dignity. Unwelcome sexual advances of any kind are strictly prohibited.

9.14 DISCRIMINATION AND DENIGRATION SUPER 4.15

Competitors must not offend the dignity or integrity of a country, person or group through contemptuous or discriminatory words or actions based on race, ethnicity, national or social origin, gender, language, religion, political opinion, financial status, birth, sexual orientation or any other reason.

9.15 CRIMINAL ACTIVITY SUPER 4.16

Competitors must not take part in any activity that is against the law and leads, or is likely to lead, to a conviction in a court of competent jurisdiction.

9.16 CONFIDENTIALITY SUPER 4.17

Competitors must not share confidential information by any means, social media included. This covers lobby details and all communication with Administration, which may only be published with Administration's written consent.

9.17 FINISHING THE COMPETITION SUPER 4.18

Once a Team starts the Competition, it must play to the end. Teams and Players can't refuse to play for any reason, including disagreement with a decision of Administration, an accusation about competitive integrity, or imperfect playing conditions.

9.18 ANTI-DOPING SUPER 4.19

Competitors must respect the principles and standards of the World Anti-Doping Agency (WADA). Using substances or methods on the WADA Prohibited List to improve performance is strictly prohibited. Administration may ask for doping test results or medical documents whenever it considers it necessary.

9.19 DISCORD AND ONLINE CONDUCT

The Code of Conduct also applies on the Discord server, in tickets, in messages with staff or other Competitors, and on social media. Follow the server rules, don't impersonate staff or other Players, and don't spam or misuse the ticket system.

10 PENALTIES, REPORTS AND DISPUTES SUPER 6

10.1 INVESTIGATIONS SUPER 6

Administration may investigate any possible breach of the Rules. Competitors must cooperate, follow Administration's instructions, and give complete and accurate information. Withholding information or obstructing an investigation is itself a breach.

10.2 PENALTIES SUPER 6.1

Administration may issue penalties at its sole discretion, according to how serious a breach is. A breach of the Rules can be penalised whatever the intent, although intent may be taken into account when deciding the penalty. Repeat breaches lead to heavier penalties. Penalties include, but aren't limited to:

- verbal or written warnings;
- point deductions;
- fines or loss of prize money;
- forfeit of Matches;
- disqualification;
- suspension or ban.

10.3 PENALTY GUIDE

The usual starting point for common breaches. Administration may go higher or lower depending on the case.

BREACH	USUAL PENALTY
Not in the lobby, or not in the Team's slot, when a Match starts	The Team misses the Match and scores 0
Missing a whole Match Day without notice	0 for that day; possible disqualification
Joining the wrong slot or disrupting the lobby	Warning, then point deduction
Unregistered or ineligible Player	Points from the affected Matches removed; possible disqualification
Intentional disconnect	Point deduction, up to disqualification
Exploiting a bug	Points from the Match removed, up to disqualification
No POV recording when asked	Warning, up to point deduction
Sharing lobby details	Warning, up to disqualification
Toxic behaviour, harassment or hate speech	Warning, up to disqualification and ban
Collusion, teaming or match-fixing	Disqualification and ban

BREACH	USUAL PENALTY
Cheating, hacking, ghosting or ringing	Disqualification and ban
Betting on PUBG or bribery	Disqualification and ban

10.4 REPORTS AND DISPUTES

- To report a suspected breach or question a result, open a ticket from the Support channel.
- Questions about a result must be raised within 30 minutes of the end of that Match Day's last Match. Cheating, collusion and other serious breaches can be reported at any time during the Competition.
- Include the Stage, the Match number, the Teams and Players involved, what happened and when, and any evidence (clips, screenshots or timestamps).
- Don't accuse other Competitors in public channels or on social media. Report it to Administration instead.

10.5 DECISIONS AND PUBLICATION SUPER 6.2

- Administration's decisions on penalties and disputes are final and binding.
- Administration may publish any breach of the Rules and the penalty given.
- By taking part, Teams and Competitors waive any right to take legal action against Administration, its affiliates, or other Teams and Competitors over the issuing or publishing of penalties.

11 BROADCASTS, STREAMING AND MEDIA SUPER 5

11.1 OWNERSHIP OF BROADCASTS SUPER 5.1

KRAFTON (or its licensors) owns all rights, including intellectual property rights, in the game, the Competition and its broadcasts, and in all related materials, websites, logos and designs (except Teams' unmodified trademarks and Competitors' likeness), as well as in any ideas or feedback Competitors give about them.

11.2 COMPETITOR LIKENESS SUPER 5.2

By taking part, each Competitor allows KRAFTON and Administration to use their name, in-game name, voice, image, biographical information, gameplay statistics and PUBG account ID to broadcast and promote the Competition, PUBG and PUBG esports, before, during and after the Competition, in any media, worldwide and in perpetuity, without payment or further approval, unless the law says otherwise.

11.3 TEAM AND SPONSOR NAMES SUPER 5.4

Each Team allows KRAFTON and Administration to use its name, tag and logo, and confirms that it has the right to let them use its sponsors' names and logos, for the same purposes and on the same terms as section 11.2.

11.4 STREAMING BY COMPETITORS SUPER 5.3

- Competitors may not broadcast any Match, or any part of one, without advance written permission. Ask Administration by ticket.
- Approved Player POV streams must run on a delay of at least 10 minutes and must never show lobby details.
- Co-streaming the official broadcast is only allowed for creators and partners approved by Administration, on its co-streaming terms.

12 PRIZES

12.1 PRIZE POOL

PIC 26 has a prize pool of ₹25,00,000. All 16 Grand Finals Teams are paid, by their final Grand Finals placing, and there is one award for the Grand Finals MVP (section 12.2). The Qualifiers, League and Last Chance carry no prize money.

PLACE	PRIZE	SHARE
1st	₹7,50,000	30%
2nd	₹3,75,000	15%
3rd	₹2,50,000	10%
4th	₹1,90,000	7.6%
5th	₹1,40,000	5.6%
6th	₹1,10,000	4.4%
7th	₹95,000	3.8%
8th	₹80,000	3.2%
9th to 12th	₹65,000 each	2.6% each
13th to 16th	₹50,000 each	2% each
Grand Finals MVP	₹50,000	2%
Total	₹25,00,000	100%

All amounts are before tax deducted at source (TDS) and any transfer charges (section 12.3).

12.2 GRAND FINALS MVP

- The MVP is the Player who deals the most damage across the 10 Grand Finals Matches, as recorded in the official match data.
- If Players are tied on damage, the one with more kills wins. If they are still tied, the award is split equally.
- The award belongs to the Player and is paid with their Team's prize (section 12.3).

12.3 PAYMENT

- Prizes are paid to the Team: to the company that owns it, or otherwise to the Captain, who is responsible for sharing them with the Players.
- Prizes are paid after the Grand Finals, once the Team has sent the documents Administration asks for (for example, identity, tax and bank details) and any investigation involving the Team is closed.
- Taxes are deducted where the law requires (for example, TDS in India). Bank and transfer charges are paid by the receiver.
- A Team that is disqualified, or that leaves the Competition early, may lose its prize (section 10.2).

13 LIABILITY AND INTERPRETATION

13.1 LIMITATION OF LIABILITY SUPER 7

SUPER section 7 applies in full. In short, to the maximum extent the law allows:

- KRAFTON, Administration and their affiliates, partners, sponsors, service providers, suppliers, staff and agents (the "Krafton Parties") aren't liable for any loss of profits or any indirect, incidental, consequential, special, punitive or exemplary damages arising from SUPER, the Competition or the game (SUPER 7.1).
- Their total liability to a Team or Competitor is limited to direct damages of no more than US\$1,000 (SUPER 7.2).
- They aren't liable for technical failures (internet, hardware, software, lost connections or delays), data loss or unauthorised access, any injury or loss from taking part or from a prize, or printing, typing or administrative errors (SUPER 7.3).
- The game and the Competition are provided "as is", without warranties of any kind (SUPER 7.4).

13.2 INTERPRETATION SUPER 8

- This rulebook is the Competition Specific Rules for PIC 26. If it conflicts with SUPER, SUPER prevails, except for the departures in section 13.3.
- Competitors are bound by the Rules throughout the Competition, on and off camera, and may be asked to accept additional terms to take part.
- Anything the Rules don't cover is decided by KRAFTON or Administration, and their decision is final and binding.

13.3 DEPARTURES FROM SUPER

Under SUPER 8, these PIC 26 rules apply instead of, or in addition to, the SUPER rule named.

SUPER RULE	PIC 26 RULE	SEE
2.2 and 2.3: Player Aliases of up to 12 characters; in-game names in the TAG_PlayerAlias format	Players use the name of their verified PUBG account, with no Team tag in game	3.5
3.3: at least half of a roster from the region	Every Player lives in and plays from India	3.3
3.4: rosters of up to 6, with a coach and 1 or 2 managers	4 or 5 Players; no coaches or managers	4.1
3.4: the same roster for the whole day	The Substitute can come in between Matches	4.5

14 CHANGELOG

Material changes to this rulebook are listed here and announced on the official Discord server.

VERSION	DATE	NOTES
1.0	20 Oct 2026	First release.