

The logo for the Nordic Championship, featuring the flags of Denmark, Sweden, Finland, and Norway to the left of the text 'NORDIC CHAMPIONSHIP' in a large, bold, black sans-serif font.

NORDIC CHAMPIONSHIP RULEBOOK 1.1 DRAFT (NOT SET!)

§ 1. TOURNAMENT SETTINGS

- a. PUBG custom squad FPP, with standard (SRS) e-sport ruleset and point system/tiebreaker rules.
- b. League format, division based lobbies.
- c. Number of rounds between 5-9, set in tournament schedule per season.
- d. Number of matches per round: 6 (MMRTEE).
- e. Lobby size: 1st division: 16 teams. Lower divisions: 14-18 teams.
- f. 1st and 2nd divisions are considered “Elite” divisions. 3rd and lower divisions are considered “Standard” divisions.
- g. The number of promotions/relegations per division is set per season, depending on the number of divisions and tier.

§ 2. ELIGIBILITY

SECTION 1 - TEAMS

- a. Open for teams from Nordic countries.
- b. Teams may use players from any Nordic country on their roster.
- c. Teams may maximum use 1 non-Nordic player (per match).
- d. Teams may use up to 7 players in total in a tournament season.
- e. All players on the team must be registered on the team’s profile page on earena.no (with roster spot 1-7). If participating in multiple tournaments within the same period, the roster must be correctly updated before each round starts, and remain correct during the round’s matches.
- f. Players used in a round must have been added to the team roster before round start.
- g. Player transfers between teams are not allowed.
- h. In exceptional circumstances, a team may submit a ticket to request dispensation to use one additional substitute player. Such dispensation will only be granted in rare cases at the sole discretion of the tournament administration. The substitute player must be of a comparable skill level to the rest of the team and must not provide an unfair competitive advantage.

SECTION 2 - INDIVIDUAL PLAYERS

- i. Closed for players that have participated in global events (PGS, PGC or similar) in the last two years, or are currently on a roster for a team that has participated in such events. Participation in regional open qualifiers alone does not make a player ineligible.
- j. In standard divisions, the admin team reserves the right to deny participation for players with significantly higher skill-level than the general division level, to protect the integrity of the division system. Such disqualification may occur before or during a tournament.
- k. Each individual player used in a match must have PUBG IGN and Discord user registered on their account (player profile) on earena.no.
- l. Players who are banned by Krafton for violating the Terms of Service are not eligible to participate for the duration of the ban. Players who have received a temporary ban pending investigation may be allowed to play on an alternate account, provided that the admins are informed in advance through a ticket including documentation of the temporary ban and the reason for it.

SECTION 3 - SANCTIONS

- m. Breaking eligibility rules, will result in all points being deducted from the team for all affected matches.

§ 3. PARTICIPATION REQUIREMENTS

SECTION 1 - REGISTRATION & COMMUNICATION

- a. Registration must be completed on earena.no before the sign-up deadline.
- b. All team members are required to join the “Esport Arena Nordics” Discord server and follow all rules, lobby instructions, and official announcements.
- c. Information on lobby (including password) will be given on Esport Arena Nordics Discord server and/or platform website.
- d. The interactive dropspot map will be made available from a tournament-specific date and time. There is no dropspot protection, and teams are not required to use their marked dropspot.

SECTION 2 - MATCH OPERATIONS

- e. The announced match time is the official start time. Once a match has concluded, the next match may begin immediately or after a short break. It is each team’s responsibility to be ready on time.

- f. A team must have at least 3 eligible players in order to start a match. Teams with fewer than 3 eligible players will be removed from the lobby, but may rejoin in later matches if eligible.
- g. If a team is unable to attend one or more rounds, it must submit a ticket stating the reason for the forfeit.

SECTION 3 - REMAKES

- h. Remakes will be announced by the lobby host or an admin in the designated lobby channel. All teams are responsible for monitoring this channel at all times, including after match start.
- i. Valid grounds for a remake include player disconnects (2 from the same team and 1 from another team, or 5 or more in total), settings errors (e.g. incorrect map), or missing casters.
- j. Following an official remake call by a Nordics admin, teams have a maximum of 5 minutes to leave and rejoin the lobby before the next match begins.

4. GENERAL REGULATIONS

- a. The Esport Arena General Regulations (EAGR) apply in full to this tournament. All participants are required to comply with the EAGR at all times.
- b. Violations of these tournament rules, including Sections 2-3, and/or the EAGR may result in sanctions in accordance with the tournament rules and/or the EAGR.
- c. Formal complaints must be submitted through the tournament ticket system on Discord.
- d. The tournament administration reserves the right to interpret and enforce these rules, and to make decisions in any situation not explicitly covered by the rulebook.
- e. All decisions made by the tournament administration are final, unless stated otherwise in the EAGR or in the applicable complaint procedure. Esport Arena General Regulations (EAGR) applies in whole for this tournament. All participants must comply to EAGR.