

# CLASSIC BATTLE ROYALE RULES

## 1. Definitions

BR: Battle Royale Mode

Participants: Players who have registered and verified by tournament's organizers

Team: 4-6 Registered Players

Squad: 4 Players from the same team

Game: A single competitive map of either Bermuda or Purgatory or Kalahari being played by a maximum of 12 teams for BR mode until a "BOOYAH" is achieved

Round: Series of Games that are in sets of either 2,4 or 6

## 2. Global Rules

### 2.1. General

All decisions regarding the interpretation of the following rules lie exclusively with Garena, the decisions of which are final.

### 2.2. Code of Conduct

All participants of Free Fire tournaments are required to abide by the following code of conduct. Failure to adhere to the code can result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action)

#### 2.2.1. Competitive Integrity

All participants are expected to play at their best at all times within any match of Free Fire in any tournaments conducted by Garena. Offenders who violate this rule will be subject to penalties at the sole discretion of Garena officials. The following examples are a non-exhaustive list of offenses:

- **Collusion** - Participants who cooperate with others, including other competing participants to cheat or deceive and gain an unfair advantage are guilty of collusion. Acts of collusion include, but are not limited to:  
Soft play - Any agreement among participants to not play at a reasonable or expected

standard of competition in a game  
Prior arrangements to split prize money and any other forms of compensation  
Receiving information and signals from outside sources during a match  
Deliberately losing any match for compensation

- **Hacking** - Any modification of the Garena Free Fire game client, including using any 3rd party apps to grant in-game advantages
- **Exploiting** - Deliberate abuse of in-game bug to gain an advantage (refer to [In-Game Bug](#) for more info)
- **Looking at spectator monitors or mobile phones of other participants**
- **Smurfing** - Using another player or participant's account (refer to [Participants](#) for more info)
- **Multi Accounts** - a participant registered using multi free fire account (refer to [Participants](#) for more info)
- **Intentional disconnect without any officials' approval**
- **Deception** - Any attempt to deceive tournament officials or other players with false statements / information / documents.

### **2.2.2. Sportsmanship and Proper Behavior**

Participants have to behave with respect towards the representatives of the Garena, press, viewers, partners and other players. Participants may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, defamatory, or otherwise offensive or objectionable, in or near the match area. This includes, but are not limited to, in-game chat, social media, and any public-facing events such as interviews.

For disputes over tournament matters - e.g., mishandling of tournament, match scores, verbal abuse, participants should always approach tournament officials within 2 days from the day of the occurrence.

Participants are expected to be cooperative with Garena or Tournament Official in an investigation for any violation of these rules.

Abuse of Garena officials, other participants, or audience members will not be tolerated. Repeated violations, including but not limited to verbal abuse, touching another participant's devices, body, or property will result in infraction point penalties. Participants and their guests (if any) must treat all individuals attending a match with respect.

### **2.2.3. Discrimination and Denigration**

Competitors shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason. Offenders may be immediately disqualified, have up to half of their monetary winnings forfeited, or both of the above.

#### **2.2.4. Concluding the Competition**

Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion. Teams and Competitors shall not refuse to participate in the tournament for any reason including, without limitation, disagreement with a decision by Garena officials, an accusation of competitive integrity of the tournament, or imperfect playing conditions.

Offenders may have to forfeit the entirety of their monetary winnings from Free Fire Esports events, be banned from future Esports events, or both of the above.

### **2.3. Use of Participants' Image and Media**

By joining any tournaments organized by Garena, all teams and participants will allow Garena to use their image (team logos, participant photos, interview videos etc.) in promotional materials.

## **3. Tournament Rules**

All participants of Free Fire tournaments are required to abide by the following tournament rules. Failure to adhere to the rules can result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action).

**(If Tournament requires Qualifiers)** Registered players will first be entered into the "Qualifier" stage. Each Qualifier may be comprised of multiple rounds, requiring teams to compete in game sets-of-2/sets-of-4/sets-of-6/etc. Players will be ranked on points assigned for their placements and kill counts at the end of each Round. Top (XX) player of each set will proceed to the next stage/main Tournament.

## 3.1. Scoring Table

Scoring Table	
1 points per kill	
1st	12
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1
11th	0
12th	0

### 3.1.1. Tiebreakers

If there are two or more contestants tied on points at the end of a series, the tiebreaker will be decided by their number of Booyahs. If the teams are also tied on the number of Booyahs, the teams will be ranked according to their number of kills. If the teams are also tied on the number of kills, the tiebreaker will be decided by their final game ranking.

## 3.2. Other Mobile Apps

During the course of each game, participants are not allowed to have any other apps running in the background. As long as the participant or any of his/her team members are still alive in the game, they are not allowed to minimize the Free Fire Battlegrounds app.

If participants are using devices loaned to them by the Tournament officials or organizers, they are not allowed to download or install any apps onto the device. Offenders will incur one infraction point.

### **3.2.1. App Notifications**

Participants are not allowed to receive notifications on their mobile device during the course of each match. Offenders will incur one infraction point.

If a participant receives information on an on-going match that his/her team is competing in, the team will be immediately disqualified.

### **3.2.2. In-game Communications**

Participants are to use the in-game voice chat function to communicate with their teammates in-game. Usage of any third party apps are not allowed. Offenders will incur one infraction point.

If the in-game voice chat service is not available, Garena officials will designate a third-party app for all participants to use. The choice of app or voice chat service used is subject to the sole discretion of Garena officials.

## **3.3. Equipment**

### **3.3.1. Device Peripherals**

Participants are allowed to use any joystick, mobile phone case, matte screen protectors, or any other peripherals so long as they do not modify the game's controls. (e.g. Peripherals which add shoulder buttons for firing weapons). Participants have to rely solely on the game's on-screen controls. Offenders will incur one infraction point, and have to remove the offending equipment.

### **3.3.2. Headphones**

Participants are required to use headphones throughout each game during the tournament. A participant may not take off their headphones so long as their team is still active (at least one member alive) in the game. Offenders will incur one infraction point.

If the Tournament's organizers do not provide headphones, participants are required to bring their own headphones.

### **3.3.3. PC Emulators**

Participants are not allowed to use PC emulators to emulate Free Fire Battlegrounds for any tournament games.

Offenders and their team will be immediately disqualified.

### **3.3.4. On-stage Devices**

An event may provide devices for the participants to use. The umpires may choose, at their sole discretion, to enforce all participants to use the provided devices for competition.

If a participant is using a Garena-provided device, they are not allowed to disconnect any cables or devices.

Any changes made to the device configuration, connections, and cabling will result in two infraction points. If a participant, with or without intention, disconnects any cabling and suffers network/gameplay difficulties, they will not be offered any remake or pauses.

## **3.4. Network**

Each Tournament's organizers may or may not provide WiFi networks for participants to connect to. Tournament organizers will announce WiFi availability during registration. If there are no tournament provided networks, participants are required to source for their own internet connections.

Tournament organizers may also make it mandatory for all participants to be connected to the tournament-provided WiFi for tournament matches. Offenders who do not comply will incur 1 infraction point.

### **3.4.1. Disconnections**

Participants are not allowed to intentionally cause a disconnection during a game. Offenders will incur one infraction point.

If a participant is disconnected due to network issues, they are allowed to reconnect back to the game while the match is still ongoing. Participants are not allowed to request for a pause or a remake due to a disconnection.

However, Garena officials may consider a remake, at their sole discretion, under one of the following conditions:

- Game server failure - all players are unable to reconnect
- If 10 players or more are disconnected at the same time due to network issues

### **3.4.2. High Ping**

If a participant is competing using his own network connection, the participant is solely responsible for the quality of his/her internet connection. Participants are not allowed to request for a pause or a remake due to high ping or poor network conditions.

When using network connection provided by Garena, Garena officials may consider a remake, at their sole discretion, under one of the following conditions:

- Game server issues - all players are suffering high ping or lag in-game
- If 20 players or more are deemed by officials to be suffering from high ping or lag

## **3.5. Punctuality**

All participants are expected to adhere to the tournament's schedule which can range from, reporting time for game, photoshoot, interviews etc. Participants are expected to report to the Tournament's organizers within the requested time frame. Failure to adhere to the schedule issued by Tournament's organizers can result in and not limited to infraction points.

- Late for up to 3 minutes will incur 1 infraction point and incur 20 points deduction from the scoring table of the stage they are currently in
- Late for up to 5 minutes will incur 1 infraction point and incur 40 points deduction from the scoring table of the stage they are currently in
- Late for up to 10 minutes will incur 2 infraction point and incur 80 points deduction from the scoring table of the stage they are currently in. Matches will start after 10 minutes of waiting regardless of whether team turns up.

### **3.5.1. Absent for Matches**

Participants are deemed as absent for matches that are scheduled by tournament organizer if:

- Participants did not turn up for 1 game of their scheduled round
- When applicable, participant is unable to travel for scheduled games (4 infraction points)
- When applicable, participant is unable to produce parent/guardian's consent to travel for scheduled games

Failure to adhere to the code can result in warnings, fines, disqualification, or even ban from future Free Fire Tournament, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action)

### **3.5.2. Delays**

Tournament organizers are not obliged to delay any game from starting on schedule to accommodate late players. If a round has started before a participating team's arrival, the late team will forfeit that round.

Tournament organizers may delay any game at their sole discretion, owing to extenuating circumstances such as difficult weather, crowd control, or game server issues.

### **3.6. In-game Bugs**

In the event whereby a player were to encounter a bug, a remake will only be offered when all of the following conditions are met:

- The bug is game-breaking and causes a player (or multiple players) to be unable to play the game in a normal manner. A non-exhaustive list of game-breaking bugs include:
  - Being clipped through the floor and executed
  - Being stuck on objects (windows, launchers, etc)
  - Being killed by fall damage after unexpected behaviors from driving vehicles
- A referee is promptly notified of the bug when it occurs.
- The bug occurs when no other players in the match have been killed yet.
- The bug is not triggered with malicious intent by the player.

Any remake will be offered only at the sole discretion of the Garena officials and referees.

Teams who deliberately abused the bugs mentioned in may be immediately disqualified, have up to half of their monetary winnings forfeited, or both of the above.

## **4. Participants**

### **4.1. Player Accounts**

Participants are to utilize their own accounts, and their own unique survivor name, for competing in tournaments conducted by Garena. Each participant is allowed to register with only 1 free fire account. Participants will be locked to his/her registered player account for the remainder of the tournament, and will not be allowed to switch to another player account under any circumstances.

A participant's player name has to be unique. Garena may also refuse any player name that are deemed vulgar, offensive, discriminatory, or to be infringing on any copyrights.



#### **4.1.1. Multi-accounts**

If an individual participant is found to be participating in a tournament under the name of multiple Free Fire accounts, the participant and all his/her accounts will be immediately disqualified. Failure to adhere will result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action).

#### **4.1.2. Smurfing**

Only participants registered in their Free Fire accounts are allowed to participate in tournament matches. A participant/player is deemed 'smurfing', if a player is found to be participating in a tournament under the name of another participant.

Failure to adhere will result in warnings, fines, disqualification, or suspension from any future Free Fire Tournaments, as deemed appropriate by Garena and/or its officials. (refer to Disciplinary Action).

#### **4.1.3. Player Account Restrictions**

A minimum account level requirement is imposed on all Garena tournaments. All player accounts have to be at least Level 20 and Gold Rank at the time of registration in order to be eligible for registration.

No skill, loadout, costumes, fashion, vault, or collection restrictions or requirements are imposed. Players are free to equip any items and skills in any combination in each game.

No character requirements or restrictions are imposed. Players are free to use any characters, regardless of character level, in each game. The effects of stat adjustments provided by skins will be turned off.

#### **4.1.4. Tournament Accounts (on-site offline server)**

During offline events, Garena officials may provide tournament accounts for each participant. These accounts will be pre-loaded onto every mobile device, and participants must use the tournament accounts to compete.

Players who log out of the tournament accounts for any reason will incur one infraction point.

## **4.2. Player's Representation**

A player's in-game name can be formed using alphabets and numerics. It does not have to be unique. However, Garena reserves the right to refuse names that are similar to well-known teams or clans.

Garena may also refuse any name that are deemed vulgar, offensive, discriminatory, or to be infringing on any copyrights. If an offending player does not change its name adequately, Garena reserves the right to freely change the player's name, or immediately disqualify the offending player.

### **4.2.1. Changing Survivor name**

Upon successful registration, a player may not change its Survivor name for the remainder of the tournament. Players may change their Survivor name at any time between different tournaments.

### **4.2.2. Substitutions**

A tournament may or may not allow substitutes to be registered in the roster. If a team's roster contains substitutes, they may only conduct substitutions in between matches. No substitution is allowed while a game is in progress.

### **4.2.3. Team Logos**

A tournament may or may not require teams to have a unique team logo. If a team logo is required, the logo has to be of sufficient quality and etiquette, as deemed appropriate by Garena.

### **4.2.4. Sponsors/partnerships**

Garena reserves the right to prohibit or remove teams with sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products from Garena tournaments at any time.

# **5. Disciplinary action**

## **5.1 Rule Violation**

A Player and/or his team will be subjected to disciplinary actions for violation of Code of Conduct and Tournament Rules. Disciplinary action can range from warning, penalty points, fines, up to ban from Garena Free Fire Tournaments.

### 5.1.1. Disciplinary Action table

Rule Violation	Action
<b>Fraud &amp; Cheating</b>	
Deception	Disqualified & Ban 1 years from Garena Free Fire Tournament
Collusion	Disqualified & Ban 3 years from Garena Free Fire Tournament
Hacking / Cheating / Modification of Game Client	Disqualified & Ban Indefinitely from Garena Free Fire Tournament
Deliberately exploiting Game Bugs / Glitch	Disqualified & Ban 6 month(s) - 2 year(s) from Garena Free Fire Tournament
Multi-Account / Smurfing	Disqualified & Ban 3 years from Garena Free Fire Tournament
Looking at spectator monitors or mobile phones of other participants	Punished from a warning, up to ban 0.5 years from Garena Free Fire Tournament
<b>Unsportsmanship and improper Behavior</b>	
Late for match	1- 2 Infraction points, points deduction and/or fines
Abort / Disconnect match	Punished with a warning, 2 Infraction points, fines
Offensive Language	Punished with a warning, 1 Infraction points, fines
Uncooperative in investigation for violation of rules	Punished with 2 Infraction points

### 5.1.2. Infraction Points table

Accumulated Infraction Points	Action
3 Infraction Points	Fine
4+ Infraction Points	Disqualified & Ban 3 months from Garena Free Fire Tournament

# **6. Team Structure & Ownership**

## **6.1. Structure Requirements**

### **6.1.1. Team Size**

At all times, a team is required to maintain a minimum of 4 players to a maximum of 6 players in order to participate in any competitive games

### **6.1.2. Substitutions**

A tournament may or may not allow substitutes to be registered in the roster. If a team's roster contains substitutes, they may only conduct substitutions in between matches. No substitution is allowed while a game is in progress.

### **6.1.3. Team Captain**

A team Captain will need to be designated among these 4 to 6 players. If the team does not have any Team Manager, Team captain will be responsible for any communication with Tournament Officials and providing timely updates to their team members.

## **6.2. Team Manager**

Team Manager will be responsible for any communication with Tournament Officials.

Team Manager is optional. Teams without a manager are still eligible to register and participate in Free Fire Official Tournament.

## **6.3. Team Ownership**

A team can only be owned by an entity or group that is legally registered and recognized under a country's corporate law or companies act or equivalent.

An entity or group owns a team when registered as an owner during its registration in a Free Fire Official Competitive Tournament.

The team slot in any stage of the Free Fire official competitive tournaments belongs to the team owner.

Team owner is optional. Teams without an owner are still eligible to register and participate in Free Fire Official Tournament.

### **6.3.1. Ownership Restrictions**

No entity or a group can own more than 1 team in a tournament.

No entity or a group can own more than 2 teams in Free Fire Official Competitive Scene

## **6.4. Team Name / Logos**

A tournament may or may not require teams to have a unique team name / logo. If a team logo is required, the logo has to be of sufficient quality and etiquette, as deemed appropriate by Garena.

By joining any tournaments organized by Garena, all teams and participants will allow Garena to use their image (team logos, participant photos, interview videos etc.) in promotional materials.

## **6.5. Sponsors/partnerships**

Garena reserves the right to prohibit or remove teams with sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products from Garena tournaments at any time.

# **7. Registration Period & Transfer Window**

## **7.1 Registration Period**

A period specified in the Tournament rulebook that Team owners & Players are required to complete their registration in order to participate.

After registration, the following changes may not be made:

- I. Team Owner
- II. Team Name
- III. Team Logo
- IV. Team Players

## **7.2. Transfer Window**

Tournaments may span over a longer stretch of time. As such, tournament organizer may specify a transfer window to allow the following changes to be made:

- I. Transfer of Team Ownership
- II. Transferring / Change Players

For any of the above changes, Team Owners, Team Manager, Team Captains are responsible to inform and provide the necessary information to tournament organizers in a timely manner.

Tournament Rulebook will specify the Transfer Window Period.

### **7.2.1 Transfer of Team Ownership**

During the Transfer Window, Team ownership sold, transferred or assigned is permissible only when the purchaser, transferee and assignee acknowledges and agrees in writing to assume and be bound by the terms and conditions of General Rules and Specific Tournament Rules.

Change of Team Name and Team Logo are allowed under the transfer of Team Ownership

### **7.2.2 Transferring / Change Players**

During the Transfer Window, the following changes to player roster can be made:

- I. Team owners may transfer / acquire an unlimited amount of players into their Roster. Team size will still be required to be within 4-6 players, to remain in the tournament.
- II. For teams without owners, team captain may transfer / acquire an unlimited amount of players into their Roster. Team size will still be required to be within 4-6 players, to remain in the tournament.

## Challenger Series Philippines RULES

The rules that are mentioned below are not exhaustive and it acts as a supplementary set of rules for the INTERNATIONAL BATTLE ROYALE mentioned in the above sections. In case of discrepancy, Regional Rules will prevail.

### Definitions

- Player: Registered Player for the Tournament
- Game: A single competitive map of either Bermuda, Kalahari or Purgatory in Classic Battle Royale mode that is played by a maximum of 12 Teams until a “BOOYAH” is achieved
- Round: Series of Games that are in sets of either 1, 2, 4 or 6.
- Transfer window: A period of time between seasons will be allocated by tournament organisers for invited teams to conduct player transfers.
- Original players: Players who are part of the team that participated in the season prior to the transfer window opening.
- Invited Teams: Teams who qualified for current Tournament because of their performance/placements in previous seasons/iterations.

### Eligibility

- You are eligible to take part in Free Fire Challenger Series Philippines if you meet the following requirements:
  - Age 16 and above in the year of 2021. (Born in the year of 2005 or before)
  - Citizens of Philippines
  - Able to travel within Philippines.
  - Able to produce parent/guardian's consent to travel if you are below the legal age in your country
  - Account Level is at least Level 20 and Gold 1 Rank

### Format

- Free Fire Challenger Series Philippines consists of Qualifiers stage, a 4-week League Stage and Grand Finals.

### Qualifiers

- Qualifiers will be played from 15<sup>th</sup> – 17<sup>th</sup> December 2021.
- Tournament Organisers will inform players on how the Qualifiers will be played once their registration have been confirmed.
- Top 48 teams will qualify for the Qualifier Finals

### Qualifier Finals

- 48 Teams will be split into 4 groups of 12
- Each group will play internally in a BO3.
- All 48 Teams will be ranked in a single league table.
- Top 18 Teams from Qualifier Finals will qualify for the League Circuit



### League Circuit

- 18 teams will compete in 12 match days over 4 weeks
- Teams will be split into 3 groups of 6 teams.
- Every group will play against each another over the 8 match days.
- Groups will be reshuffled after match day 4.
- A round in the League is a set of 2 games.
- No rescheduling will be made for Teams who are absent for their game(s). They will automatically place last for those game(s).
- The points for all 18 teams will be tabulated in a single table.
- The top 12 Teams will qualify for the Challenger Series Philippines Grand Finals

### Grand Finals

- A round in the Finals is a set of 6 games.
- The Finals consist of 1 round.
- Teams who are unable to commit to the Finals schedule will be automatically disqualified and the replacement Team will be the Team with the next highest placement in the League.

### Score Tabulation

- At the end of each game, scores will be tabulated based on the scoring table in 3.1.
- Each Team's placement will be determined by the final scores at the end of the League Circuit.

### Players and Teams information

- Players who qualified for the online qualifiers, Promotion playoffs and/or League circuits are required to submit their personal information verification through identity cards or other form of identification to ascertain their identity.
- Players who qualified for the League circuits are to submit clear photos of oneself for Tournament Organisers usage for the tournaments. Tournament Organiser will approve or request retake of photos accordingly. Failure to comply could result in disqualification of team or changing of team members.
- Team Names and Player in-game names are to be in Latin alphabetical and/or numerical
- Team names and Player in-game names are not to be related to any brands if unrelated or could result in copyright infringement.
- Any teams or players not complying would have to change on their own expenses.
- Team names and Player in-game names are not allowed to be change unless approved by Tournament Organisers.

### Device Registration

- Teams who qualified for the league are required to register their device with the tournament organisers.
- Teams will assist tournament organisers in verifying the device registered belongs to them.
- Teams will only be allowed to play once the verification is completed.
- Teams are only allowed to compete in the tournament on the device that is registered.
- Teams will be allowed to replace the registered device with another device once. To do this,
- Teams are required to inform tournament organizers at least 48 hours prior to their next scheduled match and undergo the verification process.
- Teams who play on unregistered/unverified devices will be disqualified.

### MCP Majors Qualification

- The top 3 Teams in the Challenger Series Philippines Grand Finals will receive direct invites to MCP Majors Season 3.
  - If a team in the top 3 has already secured a spot in MCP Majors Season 3, the invite will be given to the next team in the Grand Finals leaderboard rankings.

### League Stage/Grand Finals Video Verification

- All players participating in Challenger Series Philippines Qualifier Finals, League stage and Grand Finals will be requested to have Video Verification before, during & after their games.
- Method: External Recording Device (Webcam, 2<sup>nd</sup> phone)
  - Before game begins, players are to show live video of their face, account UID and phone screen which shows their character in the lobby of the game.
  - During game, players are only needed to show live video of them playing the game. Players are required to show themselves playing the game on their phones.
  - After game ends, players are to show live video of their face, account UID and phone screen which shows the end of the match and their character going back into the lobby of the game.
  - A Live Video verification should not have any pauses or stoppage in the live video, any pauses or stoppage will result in the whole verification process being restarted.
  - Live video can be done via external phone video or web-cameras. Tournament Organiser will work closely with players in ensuring that video quality allows proper verification.
  - All secondary device recording must include audible sound for Tournament Organiser.
- Players who are unable to adhere to above Video Verification rule will be considered ineligible from matches/tournament. Teams will have to field their substitute player instead. Team may be disqualified or given a replacement player subject to Tournament Organisers approval.

### Bugs

- A list of legal and non-legal bugs will be provided to the Teams.
- This list will be updated frequently and Teams are required to check the list 6 hours before their scheduled games.
- In the event that a Team knows of a bug that is not on the list, they are required to inform the tournament organizers and are not allowed to use it.
- In the event a Team discovers a new bug in the game during the tournament games, they are not allowed to use this bug again, repeated use will result in disqualification.
- Use of non-legal bugs during tournament games will result in disqualification
- Intentional abuse of new bugs will result in disqualification.

### Reporting Window

- Teams have a 48 hour window after their games to report any suspicious activity (i.e hacks, bug abuses, teaming etc).
- Any reports after this window will not be entertained and the results from the previous week will be final.

### Disqualification

- Teams that are disqualified will have to forfeit the entirety of their monetary benefits (salaries, allowances and prize money) from Free Fire Esports or/and be banned from future Free Fire Esports events.

### Payment terms

- After the end of the tournament, all payments will be done to the winning Team(s) within 60 days of receipt of all documents from the Team.
- Approval of Parents/Guardians of players may be required if Players are not of legal age.
- Players/Teams will be required to provide a citizenship proof (Voter ID card, Birth certificate, passport copy or any other document as deemed fit by the sole discretion of the Organizer on a case to case basis in absence of the mentioned citizenship proof), government photo ID, cancelled cheque/passbook photo/bank statement photo to receive the prize money.
- All prize payments are subject to deduction of statutory and applicable taxes.

### Prize Pool Distribution

	League Stage (Pesos)	Grand Finals (Pesos)
1	75,000	400,000
2	50,000	150,000
3	25,000	75,000
4	15,000	35,000
5	10,000	25,000
6	10,000	20,000
7	10,000	10,000
8	10,000	10,000
9	7,500	7,500
10	7,500	7,500
11	5,000	5000
12	5,000	5000
13	5,000	
14	5,000	
15	2,500	
16	2,500	
17	2,500	
18	2,500	