

BATTLEGROUNDS MOBILE INDIA
BATTLEGROUNDS MOBILE INDIA PRO SERIES 2026

Official Competition Rulebook

Version 1.0.0, April 27, 2026

BATTLEGROUNDS MOBILE INDIA OFFICIAL COMPETITION RULES

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BACKGROUND AND PURPOSE

KRAFTON, Inc. (“**KRAFTON**”) owns the rights to distribute the mobile game *BATTLEGROUNDS MOBILE INDIA* (“**BATTLEGROUNDS MOBILE INDIA**”) in India.

THIS BATTLEGROUNDS MOBILE INDIA Official Competition Rulebook (“**General Rules**”) establishes the general rules, terms and conditions applicable to the play of BATTLEGROUNDS MOBILE INDIA (“**Official Competitions**”). These General Rules include (1) the general terms set forth in Sections 1 - 11 below (“**General Terms**”), (2) the registration procedures, requirements and rules that are displayed on the BATTLEGROUNDS MOBILE INDIA competitions’ website at the time of registration (“**Registration Requirements**”).

In addition to the General Rules, KRAFTON may also issue rules that apply to a specific Official Competition (the “**Competition-Specific Rules**”) and not to other competitions that are not Official Competitions. The Competition-Specific Rules may establish rules, terms and conditions for matters like prize pool, schedule and playoff structures that vary from tournament to tournament.

These General Rules apply to any match, game, tournament or event part of an Official Competition (“**Tournament**”). These General Rules and the applicable Competition-Specific Rules form a contract between participating teams (“**Team(s)**”), each player, coach, manager, team owner (“**Owner**”), or staff member on the participating Teams (each a “**Team Member**”), on the one hand, and KRAFTON, on the other hand. Each Team Member must read, understand, and agree to these General Rules and the applicable Competition-Specific Rules before participating in any Tournament.

BY PARTICIPATING IN ANY TOURNAMENT, YOU AGREE TO THESE GENERAL RULES AND THE COMPETITION-SPECIFIC RULES APPLICABLE TO THAT TOURNAMENT. IF YOU DO NOT ACCEPT THESE GENERAL RULES AND THE APPLICABLE COMPETITION-SPECIFIC RULES AND ABIDE BY THEM DURING YOUR PARTICIPATION IN THE TOURNAMENTS, YOU WILL NOT BE ELIGIBLE TO PARTICIPATE IN AN OFFICIAL COMPETITION AND WILL FORFEIT ANY PRIZING, QUALIFICATION SECURED FOR OTHER COMPETITIONS, OR POINTS SCORED OR STATUS EARNED, INCLUDING TOWARDS FUTURE COMPETITIONS OR QUALIFICATION.

GENERAL TERMS

1. Acceptance of General Rules

1.1. Acceptance

1.1.1. Each Team Member must agree to these General Rules and the applicable Competition-Specific Rules in order to participate in any Tournament. A Team Member accepts these General Rules or the applicable Competition-Specific Rules by registering to participate in an Official Competition in accordance with the Registration Requirements or by participating in any Tournament.

1.1.2. A Team Member may be asked to sign an acknowledgement form confirming that the Team Member has accepted and agreed to abide by these General Rules and the applicable Competition-Specific Rules. A Team Member's failure or refusal to sign an acknowledgement form when asked to do so may result in sanctions, including: (i) disqualification of the Team Member or the whole Team from the applicable Tournament; (ii) forfeiture of any and all prizes earned by the Team Member or such Team; and/or (iii) forfeiture of Team Member's or such Team's slot in the applicable Tournament. A Team Member who is not asked to sign an acknowledgement form may accept these General Rules and the Registration Requirements as provided in Section 1.1.1.

1.2. Changes to General Rules and Competition-Specific Rules

These General Rules and the Competition-Specific Rules will be updated or supplemented periodically to take account of developments in the industry, changes to the business model for competitions in the nature of the Tournaments and updates to BATTLEGROUNDS MOBILE INDIA. Accordingly, KRAFTON may update, amend or supplement these General Rules and the Competition-Specific Rules from time to time, and may interpret or apply these General Rules and the Competition-Specific Rules by releasing or providing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these General Rules or the Competition-Specific Rules will typically be provided to the Team's Team Captain using the email address provided/listed as part of the online registration process. Each Team Captain will be responsible for keeping such email up to date and monitoring it and distributing updates and other communications relating to these General Rules and the Competition-Specific Rules to other Team Members. Continued Participation in any Tournament will constitute acceptance of the changed rules, instructions and guidance.

1.3. Enforcement of the General Rules

KRAFTON may retain a third-party tournament organizer ("**Tournament Organizer**", if KRAFTON operates the Tournament, then references to Tournament Organizer herein shall be deemed references to KRAFTON) to operate the Tournament. The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament ("**Tournament Officials**") and for ensuring compliance with these General Rules and the applicable Competition-Specific Rules. All rights granted to or held by the Tournament Organizer hereunder may also be exercised by KRAFTON even if there is a Tournament Organizer.

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For the avoidance of doubt, where a Tournament Organizer engages any service provider to perform one or more of the Tournament Organizer's obligations, references under these Rules to the 'Tournament Organizer' in relation to such obligations, shall be deemed to include such service provider.

1.4. Privacy Policy

KRAFTON will collect, store, and use a Team Member's personal information in accordance with KRAFTON'S Privacy Policy, available at <https://battlegroundsmobileindia.com/privacy>.

2. Players

2.1. Eligibility

2.1.1. Player Age. In order to be eligible to participate in a Tournament as a player, an individual must have reached 16 years of age or older (i.e., the player has lived for at least 16 calendar years) as of the Registration end date. If a player is 16 years of age or older but under the age of majority or age at which the player may contract under the player's own name as of the Registration end date, he or she may compete in the Tournament if (1) he or she meets the other eligibility criteria in these General Rules and the applicable Competition-Specific Rules, and (2) a parent or legal guardian accepts these General Rules and the applicable Competition-Specific Rules on behalf of the player, and consents to the player's participation in the Tournament using a parental consent form provided by the Tournament Organizer along with adequate supporting documents.

2.1.2. Ranking Requirement. Each Team Member on a Team's roster must have individually held a ranking for BATTLEGROUNDS MOBILE INDIA at a level 30 and above Platinum I Tier, at the registration end time for any Official Competition.

2.1.3. National Requirement. Players must be Indian Nationals to participate in the Tournament.

2.1.4. Proof of Residency. Players must be Indian Nationals to participate in the Tournament. To be certified as an Indian National by Tournament Officials, a player must prove lawful nationality with a valid identification document (e.g. Student ID Card, Passport, Aadhar Card, Driving License, etc.) issued by an Indian governmental authority.

2.1.5. Single Team Exclusivity. A Team Member is only allowed to compete or work for the one Team that they have an agreement with. Additionally, a Team Member may only have an agreement with one Team. A Team Member will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the roster of more than one Team.

2.2. No KRAFTON or Tournament Organizer Employees

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Team Members may not be employees of KRAFTON, the Tournament Organizer or any of their respective affiliates at any point during the Tournament.

2.3. Player Names

A player's gamer tag or in-game nickname ("**Gamer Tags**") must consist of the player's Team Name (or acronym or the other word representative of the Team name) and the player name in the format of "**TEAMNAMEPLAYERNAME**". For example, a player name "Lucky" on Team "All Stars" might have the Gamer Tag "**ASLucky**". Gamer Tag will be selected at the time of registration and may not be changed at any time during the Tournament without the prior written approval of the Tournament Officials. A Gamer Tag may not include any word or phrase in any language that is considered offensive, toxic or hurtful at the sole discretion of the Tournament Organizer or KRAFTON. A Gamer Tag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of KRAFTON, BATTLEGROUNDS MOBILE INDIA or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Gamer Tag shall be with the player. Tournament Officials reserve the right to reject any Gamer Tag selected by a player for any reason and to require the player to select an alternate Gamer Tag that complies with these General Rules.

2.4. Registration

All players must comply with the Registration Requirements to be eligible to compete in any Tournament.

2.5. Tournament-Related Events

Each player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that KRAFTON or the Tournament Organizer organize in connection with the marketing and promotion of an Official Competition, Tournament and/or BATTLEGROUNDS MOBILE INDIA ("**Media Events**"), provided that these Media Events do not unduly interfere with a player's game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Organizer or KRAFTON. The Tournament Organizer shall have the rights to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event. The Team Members will receive the schedule beforehand to be informed about the nature, duration, and times of any media obligation activities. Each Team Member agrees to prioritize punctuality and strict adherence to the provided schedule for all media obligations. Each Team Member recognizes and agrees that timely and prepared participation is crucial to the smooth execution of scheduled activities, ensuring a seamless and professional media experience for all stakeholders involved. Failure to meet the media obligations may result in a sanction as mentioned in Section 6.4 and Section 16.5.

3. Teams and Owners

3.1. Roster Requirements

3.1.1. Maximum Roster Requirement. Each Team must maintain, at all times during any Official Competition, exactly four (4) players in the Team's starting lineup ("Starters") which is the minimum number of players allowed. A Team has the option of adding one (1) additional player to act as a substitute ("Substitute"). Tournament officials have the right to disqualify any Team with an incomplete roster. Teams are strongly recommended to register Five (5) players, which is the maximum numbers of players allowed. The Team roster cannot be changed except in emergency situations. Emergency situations and the acceptance of the roster change will be solely decided by the Tournament Officials. A player is eligible for emergency roster change if she or he has not played for a different team in the qualification tournament or league for the upcoming Official Tournament.

3.1.2. Team Captain. Each Team must designate one player as its captain when completing the online registration process ("**Team Captain**"). The Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must always be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the Tournament Officials.

3.1.3. Team Manager. Each Team must maintain and keep under contract, at all times during an Official Competition, one person who will act as the Team's manager ("**Team Manager**"). The Team Manager will be designated when the Team completes the online registration process and will be responsible for all logistical and operational communications between KRAFTON and the Owners of such Team. KRAFTON and the Tournament Organizer may rely upon any communications from the Team Manager as being made by all Owners of the Team. The Team Captain and any Owner are eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to KRAFTON and the Tournament Organizer.

3.2. Submission of the Roster and Team Registration

Before the start of any Official Competition, each Team must register its roster using the tools provided by KRAFTON or Tournament Organizer. Once the registration period ends, the roster will be locked. Substitutions or roster changes may be allowed only in exigent circumstances per the sole discretion of KRAFTON and Tournament Organizer. The use of unapproved players or substitutes is strictly prohibited.

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3.3. Team Names and Logos

The Team's name will be selected at the time of registration and may not be changed at any time during the Tournament without the prior written approval of the Tournament Officials. All Team names must be different and unique. Neither a Team's name nor its logo may include any word or phrase in any language that is considered offensive, toxic or hurtful at the sole discretion of the Tournament Organizer or KRAFTON. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of KRAFTON, BATTLEGROUNDS MOBILE INDIA or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a Team must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the Team is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team name shall be with the Team. Tournament Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these General Rules. Team names cannot be identical or similar to each other. In the event, Krafton or Tournament Organizer believes Team names to be identical or similar, the Team that has used the name for a longer period of time shall be allowed to use the Team name and the Team that has used such terms for a shorter period of time will be required to change.

3.3.1. Brand Conflict Compliance Clause

1. Permitted:

- Branded player names will be allowed (e.g., 'Brand'x'Team Name'x'Player Name').
- Branded team names will be allowed and will be reflected across all creative assets, including the leaderboard, matchups, and schedule (e.g., 'Brand'x'Team Name').

2. Not Permitted:

- While the brand name 'Brand' will be visible on-screen during broadcasts, casters will not verbally mention the brand name during live commentary.
- Teams will not be permitted to promote the 'Brand' through any promotional content on their own media/digital platforms during the Tournament Stream Duration.
- Team logos will be non-branded, without any use of the "ILU" logo or similar branding with the brand sponsoring the Team.

3.4. Owners

- 3.4.1. Ownership of the Slot.** KRAFTON and the Tournament Organizer will deem the Owner(s) who registered the Team in accordance with the Registration Requirements to be the sole owner(s) of the Team and the Team's slot in an Official Competition for purposes of these General Rules and Competition-Specific Rules. Accordingly, if a Team wins the right to

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progress to the next stage of an Official Competition or qualifies or earns points toward qualifying for another Official Competition that right is owned by the Team and its Owner(s), not by the players or any other person or entity.

3.4.2. For a Team to keep their earned spot for an Official Competition, the Team must fulfill certain roster requirements, that may be notified by KRAFTON or the Tournament Organizer, based on their roster from their qualifying event.

(A) The Tournament Organizer/KRAFTON reserves the right to invite any squad for participation in BMPS 2026 at their sole discretion.

3.4.3. Multiple Team ownership: to preserve the integrity of the Tournament, the following rules apply to any individual, entity or group that owns, operates, controls, or has an interest in a team that is competing in the Tournament.

(A) An individual, entity or group cannot directly or indirectly own or operate more than one team globally.

(B) An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team globally.

(C) No two Teams can operate under the same brand or team name or variations of the same brand or team name in more than one team globally.

(D) No two individuals, entities or groups that own, operate, control, or have an interest in any team can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the Tournament.

4. Player Equipment & Apparel

4.1. Player Equipment

Players may participate in Tournaments or Official Competitions only on mobile phones or approved handheld devices. Players may not use peripheral devices of any kind without explicit written approval of Tournament Officials (including tablets, adapters, controllers, Bluetooth keyboards, and mice). Players may not use an emulator to play on a PC or other device that is not a handheld device.

4.1.1. Permitted Personal Accessories. Players are permitted to bring and use personal mobile splitters, earphones, phone covers (Transparent), and small comfort accessories such as pillows with black cover on stage of the LAN event during matches, provided these items do not interfere with game operations, network connections, or broadcast equipment. All such accessories must be inspected and approved by Tournament Officials prior to match commencement. The Tournament Organizer reserves the right to revoke this allowance if any item is deemed to provide a competitive advantage or poses a logistical issue or is otherwise deemed to be

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inappropriate. Furthermore, Players shall not damage, mishandle, or misuse any equipment, devices, accessories, or accounts provided by KRAFTON/Tournament Organizer for Offline or LAN events, whether intentional or unintentional. Any act of physical damage, including but not limited to throwing or mishandling devices or peripherals, shall constitute a violation of these Rules. Under no circumstances shall Players link any personal social media, platform account, or credentials to any BGMI account provided by KRAFTON/Tournament Organizer for event use. Any attempt to secure, retain, or take control of such account beyond its intended event usage shall be strictly prohibited. Any breach of this provision shall be treated as a serious violation, and KRAFTON/Tournament Organizer reserves the right to impose penalties, including but not limited to immediate disqualification, deduction of prize money, recovery of damages, or any other disciplinary action deemed appropriate. All decisions in this regard shall be final and binding.

4.2. In-Game Apparel

After a player leaves the in-game lobby, his or her avatar must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effect are not permitted inside the game.

4.3. POV-Guidelines

NOTICE: ALL PARTICIPANTS/PLAYERS ARE REQUIRED TO RECORD BOTH THEIR IN-GAME POINT-OF-VIEW (POV) AND HANDCAM POV FOR EVERY MATCH OF THE BATTLEGROUNDS MOBILE INDIA PRO SERIES 2026. FAILURE TO RECORD AND SUBMIT THE REQUIRED POV(S) WILL RESULT IN PENALTIES OR CAN EVEN RESULT IN DISQUALIFICATION.

4.3.1. IN-GAME POV:

All players are required to provide their **IN-GAME POV** recordings after the conclusion of their matches for the day in the Tournament.
i.e., 5 players' recordings × number of matches.

Players must upload the **IN-GAME POV** recordings to YouTube as unlisted links or share them via an open drive link. These links must be submitted within 8 (eight) hours of the conclusion of their respective matches for the day and the same shall remain accessible for at least a period of 7 (seven) business days.

Instructions for recording IN-GAME POV–

- Before launching the BGMI app, players must display the list of background running applications and navigate to the "About Phone" section.
- Go to the Play Store (for Android users) or Appstore (for iOS users) and open the BGMI app.
- Join the Lobby using the provided details.
- Before starting the match, ensure that both your in-game audio and your own voice (microphone) are being recorded.
- Play the match.
- After each match, make sure to show the list of background running apps on your device.

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- You need to repeat the above steps for every match you play.
- Once Team has recorded their **IN-GAME POV** for all the matches, the recordings shall be submitted either as unlisted YouTube links or by sharing an open drive link which shall remain accessible for at least a period of 7 (seven) business days.

Format for uploading IN-GAME POV to Drive link –

TEAM NAME

PLAYER 1

PLAYER 1 MATCH 1 – POV

PLAYER 1 MATCH 2 – POV

PLAYER 1 MATCH 3 – POV

PLAYER 2

PLAYER 2 MATCH 1 – POV

PLAYER 2 MATCH 2 – POV

PLAYER 2 MATCH 3 – POV

Penalties for IN-GAME POV Non-Compliance –

- A penalty of minus two (-2) points per match will be imposed for late submissions of recordings. These penalties will be deducted from the Team's total points.

4.3.2. HANDCAM POV:

All players are required to provide their **HANDCAM POV** recordings after the conclusion of their matches for the day in the Tournament.

Players must upload the **HANDCAM POV** recordings to YouTube as unlisted links or share them via an open drive link. These links must be submitted within 8 (eight) hours of the conclusion of their respective matches for the day and must remain accessible for at least 7(seven) business days.

Instructions for recording HANDCAM POV –

Players need to make sure their **HANDCAM POV** angle is in such a way that their device screen and face is always visible, as depicted in Sample reference image below.



Sample Reference Image

Format for uploading HANDCAM POV to Drive link –

TEAM NAME

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PLAYER 1

PLAYER 1 MATCH 1 – POV

PLAYER 1 MATCH 2 – POV

PLAYER 1 MATCH 3 – POV

PLAYER 2

PLAYER 2 MATCH 1 – POV

PLAYER 2 MATCH 2 – POV

PLAYER 2 MATCH 3 – POV

4.4. POV Recording Compliance Policy

All **IN GAME POV** recordings shall be made using the inbuilt mobile recording app. The use of any external applications for recording gameplay is strictly prohibited. If any participant/player is found to have provided **IN GAME POV** recordings from a third-party application, the Team will be subject to disqualification at any given time. If a Team is found in violation of this rule, the Tournament Organizer reserves the right to disqualify the Team immediately.

5. Sponsorships

5.1. Prohibited Sponsors

Teams and players are encouraged to develop relationships with sponsors. However, to preserve the integrity of competition and the reputation of BATTLEGROUNDS MOBILE INDIA and KRAFTON, neither a Team nor any Team Members shall enter into any sponsorship, endorsement, advertising or related agreement with any person or entity that is determined by KRAFTON or the Tournament Organizer to conduct business within any product or service category that is prohibited. A list of prohibited product or service categories (“Red Flag List”) will be provided by the Tournament Organizer and may be updated from time to time. Players are prohibited from endorsing or having any other commercial association with any of the products and services in the categories on the Red Flag List and may not include any of these products or services in any streaming of BATTLEGROUNDS MOBILE INDIA or on any apparel worn during any online event that is streamed. The foregoing notwithstanding, should KRAFTON or the Tournament Organizer nevertheless permit an exception to the foregoing restrictions, then notwithstanding any such exception being provided by KRAFTON or the Tournament Organizer, the entire risk and responsibility for having such sponsor shall be with the Team or Team Members, as applicable, and KRAFTON or the Tournament Organizer shall not be deemed a party to that sponsorship relationship.

5.2. Initial Red Flag List

The initial Red Flag List, which may be updated from time to time, includes: drugs and drug paraphernalia, tobacco products, cannabis products, gambling and casinos, alcohol, pornography, cryptocurrency, any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, fantasy gaming or in-game currency farming, online money games and online money gaming services, any product or service prohibited by applicable law, any competitor of KRAFTON or its affiliates, any games that are not published by KRAFTON or its affiliates, and any leagues, tournaments or events, other than Official Competitions.

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5.3. Decisions Relating to the Red Flag List

KRAFTON or the Tournament Organizer may, in its sole judgment, reject or terminate a player's right to display an advertisement or sponsorship in any of the categories on the Red Flag List, including on or adjacent to any stream of BATTLEGROUNDS MOBILE INDIA or on any camera-visible apparel worn during any online event.

5.4. Unauthorized Use of Trademarks

Nothing in these General Rules or the Competition-Specific Rules grants, by implication, waiver, estoppel, or otherwise, to a Team Member any right or license to use the name BATTLEGROUNDS MOBILE INDIA, or any other trademark, trade name, or logo owned by or licensed to KRAFTON or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to KRAFTON or its affiliates is prohibited and a breach of these General Rules. A Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by KRAFTON, the Tournament Organizer or any of their respective affiliates.

6. Code of Conduct

6.1. Conduct Generally

6.1.1. High Standards for Professionals. All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Organizer, KRAFTON, the media, sponsors, audience and fans.

6.1.2. Competitive Integrity. All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.

6.1.3. Sanctions. A violation of these General Rules or the applicable Competition-Specific Rules will result in sanctions at the sole discretion of KRAFTON or the Tournament Organizer, as discussed in greater detail below.

6.1.4. Communication with third party. Players are not allowed to communicate with any third party (including non-player Team Managers) during a match. This restriction also includes obtaining information related to the match in progress via external sources (e.g.: streaming channels, social networks, communication tools, etc).

6.2. Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

6.2.1. Collusion. Any form of collusion by any Team Members is prohibited. Examples of collusion are:

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- (A) Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game for any reason, including but not limited to in order to provide any opposing Team or player with certain advantages or benefits.
- (B) Pre-arranging to split prize money and/or any other form of compensation, except that a Team may arrange for Owners to divide prizes earned by that Team and pay it to players and others who contributed to the victory.
- (C) Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.

6.2.2. Cheating. Cheating is prohibited. Any modification of the BATTLEGROUNDS MOBILE INDIA game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating hardware, device or cheat program, or any similar cheating method such as signaling devices, and hand signals, etc., shall be deemed cheating. Downloading any cheat program to the device used for Official Competition match is strictly prohibited. Intentionally playing with another player on public match for two or more matches within 72 hours while having knowledge of the other player is using a cheating device or cheat program, or any similar cheating method is prohibited as well. Furthermore, in the event that a Player is found to have engaged in cheating, the Player's game account shall be subject to a ban. The duration and severity of such ban, including whether it is temporary or permanent, shall be determined solely at the discretion of KRAFTON. All decisions made by KRAFTON in this regard shall be final and binding.

6.2.3. Exploiting. Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in KRAFTON or the Tournament Organizer's sole judgement, is not functioning as intended and violates the design purpose of BATTLEGROUNDS MOBILE INDIA.

6.2.4. Ringing. Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play under another player's account or Gamer Tag, is prohibited.

6.2.5. Vulgar or Hateful Speech. A Team Member may not, during a online event, media interview or in any communication relating to any Official Competition or BATTLEGROUNDS MOBILE INDIA, use any language that is considered offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar by KRAFTON or the Tournament Organizer in their sole discretion. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any streaming of BATTLEGROUNDS MOBILE INDIA. This rule applies to speech in English, Hindi and all regional Indian languages and all foreign languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

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- 6.2.6. Violence.** Team Members are expected to settle their differences in a respectful manner and without resorting to violence, threats, or intimidation (physical or non-physical). Violence is never permitted against any competitor, fan, KRAFTON personnel, Tournament Official or other person connected to or present at an event.
- 6.2.7. Drugs and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer or KRAFTON. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Team Member must report any violation of this rule to the Tournament Organizer.
- 6.2.8. Gambling.** Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, Official Competitions. Team Members are not allowed to (a) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (b) associate with high volume gamblers, or deliver information to others that might influence their bets.
- 6.2.9. Streaming.** Teams and Team Members are not permitted to record, stream or broadcast any matches of the Tournament without prior written permission of KRAFTON or Tournament Organizer.
- 6.2.10. Spectator Monitors/Devices.** Team Members may not look at any screen or device that is displaying an observer level view of the current game or any other view other than the Team Member's own player view (i.e. that is or is capable of showing a neutral view of the map, or another player's view, such as in an offline event a Team Member cannot look at a screen intended for the audience or production teams). No Team Member or any Team staff member may use any backstage spectator machines to interfere with any game or to communicate with anyone involved in any game.
- 6.2.11. Respect Hotel Boundaries.** Team Members must strictly adhere to the rule that prohibits leaving the hotel premises during the Tournament duration, unless otherwise specified by Tournament Organizer. This includes refraining from unauthorized excursions outside of the designated Tournament area. Team Members are expected to maintain a high standard of conduct within the hotel. Disruptive behaviour, damage to hotel property, or disturbance of other guests is strictly prohibited.
- 6.2.12. Identity Hiding.** During any and all official event/Tournament related activities, including but not limited to, on-stage matches, media interactions, broadcast segments, promotional appearances, and photo or video shoots,

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the Team Members shall not, under any circumstances, obscure or conceal their face, whether partially or fully, through the use of accessories, apparel, or other items, including but not limited to caps, sunglasses, masks, face coverings, or any similar articles, unless such covering is specifically authorized in writing by the KRAFTON or Tournament Organizer.

6.2.13. Guest. Team Members are strictly prohibited from inviting guests to their hotel rooms without prior permission from the Tournament Organizer.

6.2.14. Smoking & Drinking. Team Members are strictly prohibited from smoking or consuming alcohol on hotel premises.

6.2.15. Hotel Check-Out. Team Members must check out at the hotel front desk before departing.

6.3. Unprofessional Behavior

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

6.3.1. Harassment. Harassment is prohibited. “Harassment” is defined as systematic, hostile and repeated acts or behavior (verbal or nonverbal) taking place over a period of time, or a singular egregious instance, which is/are intended to, or have the effect of, harass, express hostility towards, isolate or ostracize a person and/or diminish the dignity of the person.

6.3.2. Sexual Harassment. Sexual harassment is prohibited. “Sexual Harassment” is defined as unwelcome sexual advances, sexually coloured remarks or unwelcome physical, verbal or non-verbal conduct of sexual nature. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.3.3. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.3.4. Defamatory Statements. Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Organizer, Tournament Official, KRAFTON or its affiliates, sponsors, broadcast partners or BATTLEGROUNDS MOBILE INDIA.

6.3.5. Confidentiality. Without the consent of KRAFTON or the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by KRAFTON or the Tournament Organizer to the Team Member in relation to any Official Competition. Team Members shall be obligated to keep confidential the confidential or

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proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of KRAFTON and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by KRAFTON or the Tournament Organizer to a Team Member concerning or related to BATTLEGROUND MOBILE INDIA, any Official Competition or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of KRAFTON or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to BATTLEGROUND MOBILE INDIA, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and KRAFTON or the Tournament Organizer.

6.3.6. Illegal Activity. Team Members must comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation of laws, regulations, ordinances or public security administration rules.

6.3.7. Immoral Activity. A Team Member may not engage in any activity which, in the sole reasonable determination of KRAFTON or the Tournament Organizer, is considered unethical, immoral or disgraceful.

6.3.8. Bribery. No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, Tournament Official, the Tournament Organizer, KRAFTON, or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.

6.3.9. Gifts. No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.

6.3.10. Non-Compliance. No Team Member may refuse to comply with the instructions or decisions of KRAFTON, the Tournament Organizer or the Tournament Officials.

6.3.11. Match-Fixing. No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally or unfairly alter, or attempt to alter, the results of any Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum penalty in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these General Rules or the applicable Competition-Specific Rules, that Team Member must immediately report this request to the Tournament Organizer.

6.3.12. Document Submission. Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. A Team Member violates these General Rules if he

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or she knowingly provides false or inaccurate information to KRAFTON or the Tournament Organizer. A Team may be subject to sanctions if the documentation is not completed to the standards set by the Tournament Organizer.

6.3.13. Term of Use. Any conduct that (a) violates the Terms of Use for BATTLEGROUND MOBILE INDIA; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for BATTLEGROUND MOBILE INDIA; or (c) interferes with use of BATTLEGROUND MOBILE INDIA by others is prohibited and a violation of these General Rules

6.3.14. Behavior in Other Matches. All Team Members are subject to behavior checks and reviews for their behavior while playing any match of BATTLEGROUND MOBILE INDIA, including before being permitted to associate with a competitive Team or before registering for a Tournament. Team Members are expected to behave appropriately in game in all matches of the game as well as in all public conduct (e.g. on social media), and behavior that would violate these General Rules in a Tournament match may be considered as violations of these General Rules regardless of whether or not they take place inside or outside of the Tournament.

6.3.15. Drop Outs and Refusals to Participate. If a Team Member or Team registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Organizer, drop out or refuse to participate in any Tournament Game or other related event held during the Tournament. An unexcused absence from a Tournament Game after the registration process is complete may result in sanctions, as provided in Section 6.4 below.

6.3.16. KRAFTON Discretion. KRAFTON shall have the sole discretion to judge and determine whether any other conduct or behavior violates these General Rules and/or the standards of integrity established by KRAFTON for competitive gameplay or other widely accepted standards of integrity for competitive gameplay.

6.4. Disciplinary Action and Sanctions

6.4.1. Investigations by the Tournament Organizer. The Tournament Organizer and KRAFTON will have the right to monitor compliance with these General Rules and the applicable Competition-Specific Rules and investigate possible breaches. By agreeing to these General Rules, each Team Member agrees to cooperate with KRAFTON and the Tournament Organizer in any internal or external investigation that KRAFTON or the Tournament Organizer conducts relating to a suspected violation of these General Rules, the applicable Competition-Specific Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for KRAFTON or the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

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- 6.4.2. Sanctions.** If KRAFTON or the Tournament Organizer determines that a Team Member or a Team has committed a violations of these General Rules or the Registration Requirements, the Tournament Organizer or KRAFTON may, in its reasonable sole discretion, issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s) or fines; (c) game forfeiture(s), (d) Tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Tournaments or other events related to BATTLEGROUND MOBILE INDIA or other video games or esports properties owned or controlled by KRAFTON or its affiliates; and (h) other disciplinary actions in the reasonable sole discretion of KRAFTON.
- 6.4.3. Repeated Infractions.** Repeated infractions are subject to escalating penalties, up to and including disqualification from participation in Official Competitions.
- 6.4.4. Final Determinations.** Unless expressly stated otherwise, offenses and infringements of these General Rules and the applicable Competition-Specific Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. All decisions made by KRAFTON, the Tournament Organizer and Tournament Officials in regard to violations of these General Rules and the applicable Competition-Specific Rules are final and binding. The determination of KRAFTON or Tournament Organizer as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding. Such determinations shall not give rise to any claim for monetary damages or any other legal or equitable remedy.
- 6.4.5. Public Announcements.** With respect to any disciplinary action or investigation of potential violations, including any determination that there was no violation, KRAFTON shall have the right, but not obligation, to publicly announce or post statements related thereto. The foregoing may include without limitation details related to the investigation or the underlying facts, including names, in-game names, likenesses and other identifying information about individuals or teams involved, as well as the details of any determinations, including any penalties. Teams and Team Members each acknowledge they receive a benefit from participating in a competition that has rules and enforcement mechanisms, and with respect to any such public announcements or statements, agree not to assert, and hereby waive, any rights they may have to privacy, rights of publicity, confidentiality or trade secret, they may have with respect to such information being publicly announced or such statements being made for purposes of this Section 6.

7. Use of Names and Likenesses

7.1. Grant of Rights by Team Members

Each Team Member hereby grants KRAFTON, the Tournament Organizer and their respective affiliates permission to live-stream, broadcast or record his or her play of BATTLEGROUNDS MOBILE INDIA at any Tournament or Official Competitions or part thereof. Each Team Member hereby further grants to KRAFTON and the Tournament Organizer a royalty-free, fully paid-up, worldwide, perpetual, irrevocable right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store and otherwise use and display his or her full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (a) the broadcast or streaming of any coverage of all or any part of a Tournament or Official Competitions; (b) the marketing and promotion of any Official Competition or any Tournament or part thereof; and (c) the marketing and promotion of BATTLEGROUNDS MOBILE INDIA and related events.

7.2. Ownership of Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of all or any part of a Tournament are owned by KRAFTON. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

7.3. Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to KRAFTON or the Tournament Organizer with respect to the operation of, or improvements for, an Official Competition, a Tournament or BATTLEGROUNDS MOBILE INDIA. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for KRAFTON or the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by KRAFTON, KRAFTON shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise.

8. Limitations of Liability

8.1. No Punitive Damages

To the maximum extent permitted by applicable law, neither KRAFTON, the Tournament Organizer, their sponsors, and their respective affiliates, licensors and licensees, partners (e.g. broadcast and streaming partners), venue operators, nor any of their respective shareholders, directors, officers, employees, contractors, investors, insurers, and agents (collectively, the “**KRAFTON Parties**”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these General Rules, any Competition-Specific Rules, the Registration Requirements, Official Competitions, any Tournament or BATTLEGROUNDS MOBILE INDIA, or the delay or inability

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to use or lack of functionality of BATTLEGROUNDS MOBILE INDIA, even if a KRAFTON Party is at fault and even if a KRAFTON Party is aware of the possibility of such damages.

8.2. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the KRAFTON Parties arising out of or in connection with these General Rules, any Competition-Specific Rules the Registration Requirements, Official Competitions, any Tournament and BATTLEGROUNDS MOBILE INDIA will be limited to a Team Member's direct proven damages in an amount not to exceed US\$ 500. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. KRAFTON neither assumes, nor authorizes the Tournament Organizer or any other person or entity to assume on KRAFTON's behalf, any liabilities in addition to those liabilities expressly set forth in this Section 8.2.

9. Remedies

Notwithstanding the foregoing, KRAFTON or the Tournament Organizer shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by KRAFTON or the Tournament Organizer of any of the provisions of these General Rules or the applicable Competition-Specific Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain KRAFTON or the Tournament Organizer from operating any Official Competition event, conducting any Tournament or any other event or competition or distributing the game or any streams or other audiovisual content. Neither KRAFTON nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these General Rules, any Competition-Specific Rules and the Registration Requirements to any property of KRAFTON or any of its affiliates or group companies.

10. Communication with KRAFTON and Tournament Organizer

10.1. Prompt Communication

There may be circumstances where prompt communication between the Team Member and the Tournament Organizer, a Tournament Official or KRAFTON is required. Accordingly, each Team Member agrees to respond to any request from KRAFTON, Tournament Organizer or a Tournament Official which solicits information or a response from such Team Member (whether such request is sent via phone call, text message, voice mail, email, Discord, or any other medium of communication for which a Team Member has provided contact information to Tournament Organizer or KRAFTON) ("**Official Requests**") in accordance with the terms set forth in this Section 10 of the General Terms.

10.2. Official Requests

Team Member shall respond to any Official Requests sent from any email address, WhatsApp, or Discord of KRAFTON or Tournament Organizer within one business day (24 hours) of receiving such Official Request.

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10.3. Urgent Official Requests

Notwithstanding Section 10.2 above, if a Team Member receives three Official Requests regarding a particular matter via at least three different mediums of communication within a four-hour period, such Team Member must respond to at least one such Official Request within twelve hours of receiving the last (i.e. the third) of such Official Requests.

10.4. Deemed Receipt of Official Request

Any Official Request sent via email, text message, voice mail or Discord will be deemed to have been “received” by a Team Member one hour after the time it is sent (as recorded on the device from which it was sent). Any Official Request that KRAFTON, Tournament Organizer or a Tournament Official provides (or attempts to provide) via phone call will be deemed to have been “received” by a Team Member thirty minutes after the time such phone call is made (as recorded on the device from which it was made) whether or not such phone call is answered by the applicable Team Member at such time.

10.5. Failure to Respond to an Official Request

A Team Member’s failure to respond in a timely manner to an Official Request received in accordance with this Section 10 will be deemed a violation of these General Rules and a waiver or forfeiture of any rights or benefits the Team Member may have related to the matter or issue described in such Official Request. KRAFTON or Tournament Organizer may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of those disciplinary actions outlined in Section 6.4. All decisions in regard to violations of this Section 10 are at the sole reasonable discretion of KRAFTON and Tournament Organizer.

11. Interpretation and Construction

11.1. Tournament Organizer’s Right of Interpretation

Any matters relating to an Official Competition or BATTLEGROUNDS MOBILE INDIA that are not covered by these General Rules, any Competition-Specific Rules or the Registration Requirements shall be subject to an interpretation made by KRAFTON or the Tournament Organizer and provided to the Teams from time to time in the form of an update to, or interpretation of, these General Rules, any Competition-Specific Rules or the Registration Requirements. All decisions made by KRAFTON, the Tournament Organizer or Tournament Officials regarding interpretations of these General Rules, the Competition-Specific Rules or the Registration Requirements are final and binding and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11.2. Additional Terms

Players may be required to accept additional terms from KRAFTON or the Tournament Organizer in order to participate in Tournaments. Play of BATTLEGROUNDS MOBILE INDIA is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player’s Region. KRAFTON reserves the right to change or update these General Rules, any Competition-Specific Rules or the Registration Requirements at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

11.3. Business Judgement

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Whenever these General Rules, any Competition-Specific Rules or the Registration Requirements grant, confer or reserve to KRAFTON or the Tournament Organizer the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of KRAFTON and the Tournament Organizer will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of KRAFTON and the Tournament Organizer and the short and long term interests of the Official Competitions, BATTLEGROUNDS MOBILE INDIA and the businesses and activities of the affiliates and group companies of KRAFTON and the Tournament Organizer. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that KRAFTON, the Tournament Organizer or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these General Rules, any Competition-Specific Rules or the Registration Requirements. KRAFTON at all times may act with the necessary authority to preserve the best interests of BATTLEGROUNDS MOBILE INDIA and its competitions. This power is not constrained by the lack of any specific language in this document. KRAFTON may use any form of punitive actions at its disposal against any entity or Team Member whose conduct is not within the confines of the best interests of BATTLEGROUNDS MOBILE INDIA and its competitions.

11.4. Disclaimer

Nothing herein shall be construed as a representation to the effect that BATTLEGROUNDS MOBILE INDIA has been registered or determined under the Promotion and Regulation of Online Gaming Rules, 2026.

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12. Changelog

Any material changes to this document will be listed in this document will be listed in this Changelog section.

Version 1.0.0	April 27, 2026	First Version



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COMPETITION-SPECIFIC RULES

13. Overview

BATTLEGROUNDS MOBILE INDIA PRO SERIES 2026 (BMPS 2026) is the new season of BATTLEGROUNDS MOBILE INDIA PRO SERIES (BMPS).

QUALIFIERS (PROMOTION / RELEGATION):

In the Qualifiers, a total of 64 Teams will be divided into 4 groups, with each group consisting of 16 Teams. Matches will be played across 4 weeks, with each Team competing in 3 matches per day, for a total of 24 matches per Team over the 4 weeks.

Qualifiers Promotion & Relegation System (After Each Week):

- Group A ↔ Group B
 - Bottom 4 Teams from Group A will be relegated to Group B
 - Top 4 Teams from Group B will be promoted to Group A
- Group B ↔ Group C
 - Bottom 4 Teams from Group B will be relegated to Group C
 - Top 4 Teams from Group C will be promoted to Group B
- Group C ↔ Group D
 - Bottom 4 Teams from Group C will be relegated to Group D
 - Top 4 Teams from Group D will be promoted to Group C
- Group D
 - Bottom 4 Teams will remain in Group D (no further relegation tier)

Final Qualification (After Week 4 Group Standings):

- From Group A:
 - Top 8 Teams will qualify directly for the Grand Finals
 - Bottom 8 Teams will move to Semi-Finals
- From Group B:
 - Top 8 Teams will qualify for the Semi-Finals
 - Bottom 8 Teams will move to the Survival Stage
- From Group C:
 - All 16 Teams will move to the Survival Stage
- From Group D:
 - Top 8 Teams will qualify for the Survival Stage
 - Bottom 8 Teams will be eliminated
- Dates:
 - Week 1: 6th - 9th May
 - Week 2: 11th - 14th May
 - Week 3: 16th - 19th May
 - Week 4: 28th - 31st May

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SURVIVAL STAGE:

In the Survival Stage, 32 Teams (from the Qualifiers) will compete. These Teams will be divided into 4 groups of 8 Teams each.

- Matches will be played over 4 days in a round-robin format, with each Team playing a total of 12 matches in this stage.

Based on Overall Standings:

- The Top 8 Teams will qualify for the Semi-Finals
- The remaining 24 Teams will be eliminated

Dates: 2nd - 5th June

SEMI-FINALS:

In the Semi-Finals, 24 Teams (Bottom 8 from Group A + Top 8 from Group B + Top 8 from Survival Stage) will compete. These Teams will be divided into 3 groups of 8 Teams each.

- Matches will be played over 4 days in a double round-robin format, with each Team playing a total of 16 matches in this stage.

Based on Overall Standings:

- The Top 6 Teams will qualify for the Grand Finals
- Teams ranked 7th - 22nd will move to the Last Chance stage
- The Bottom 2 Teams will be eliminated

Dates: 9th - 12th June

LAST CHANCE:

In the Last Chance stage, 16 Teams (ranked 7th - 22nd from Semi-Finals) will compete, with each Team playing a total of 12 matches in this stage.

- Matches will be played over 2 days, with 6 matches per day.

Based on overall standings:

- The Top 2 Teams will qualify for the Grand Finals.
- The remaining Teams will be eliminated.

Dates: 13th - 14th June

GRAND FINALS:

In the Grand Finals, 16 Teams (8 from Qualifiers Group A + 6 from Semi-Finals + 2 from Last Chance) will compete in a LAN event.

- Teams will play 18 matches over 3 days to determine the ultimate champion.

Dates: 19th - 21st June

14. Scoring System

14.1. Scoring

Scoring for each Tournament Game will be based on each Team's final finish count and in-game placement.

Placement	Points
1	10
2	6
3	5
4	4
5	3
6	2
7-8	1
9-16	0

Every finish is worth 1 point.

14.2. Tiebreakers

Ties between two Teams during Official Competitions will be determined in the order of (a) total times of winning the first placement across all the Tournament games; (b) total accumulated placement points across all Tournament Games in the applicable Tournament; (c) total accumulated finishes across all Tournament Games in the applicable Tournament; and (d) placement in the most recent match of the Tournament.

14.3. Solutions for Extreme Cases

Notwithstanding the foregoing, if there is an extreme situation, such as a network or hardware failure (including network value turning yellow or mobile phone stuttering) or critical bug affecting one or more players, the Tournament Organizer will make a judgement as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if one or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way. In making a determination to proceed with the Tournament or order the remake of a Tournament Game, Tournament Organizer will use their best judgement and may consider, among other factors, the game progress time and whether the player making the report delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating. If a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and the Tournament Organizer decides not to remake the Tournament Game, the competition should resume as normal, with the affected Team continuing to play without the affected player. If a player who has been disconnected or has otherwise experienced an extreme circumstance or critical bug is able to rejoin the game in progress, he or shall be permitted to do so.

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14.4. Evidence Submission.

After all the players land on the Spawn Island and within 3 minutes after the plane takes off if any game disconnection situation occurs, the disconnected player will be asked to inform the referee immediately and try to reconnect to the game twice. If the player still cannot play normally after trying to reconnect the game twice, the Tournament Organizer will remake the Tournament Game. It is clarified that the affected player must record the evidence of being unable to play with a recorded video clip or screenshot independently or with the referee's help during the disconnection period and must provide such evidence to the referee within 10 minutes after the end of the match. If the player is unable to provide any evidence, the Tournament Organizer may impose penalties based on the seriousness of the circumstances.

14.5. Remake Limits.

Each Team has a limit of two-match remakes on each match day, and each player has an individual limit of two-match remakes in each match

- (A) In a single match, the Team will be counted as one match remake regardless of whether the player has reached the individual upper limit of match remakes or not
- (B) There will be no match remake test in case of the Team opting for using the substitute player.
- (C) Where one remake is already recorded against a Team in a match day, if another remake is recorded against the Team in such match day (eg. a player requests for a match remake in another match on the same day), it will be recorded as 2 times of match remake on that Team, reaching the limit of Tournament Game remake for the Team.

14.6. Streaming.

- (A) Streaming from LAN events is strictly prohibited unless prior written approval has been obtained. Such approval is granted solely at the discretion of KRAFTON or the Tournament Organizer and may be withheld without obligation to provide justification.

15. Match Procedures

15.1. Match Parameters

Mode: Third Person Perspective (TPP)*
 Playzone Shrink Speed: x1.1 (Erangel & Miramar), x1 (Rondo)
 Sound Visualization: Disabled
 Aim Assist: Disabled
 Red Zone, Flare Guns & Mortar: Disabled
 Vague Information: Enabled**
 All Weapons: x2
 Scopes and Magazines: x2
 Show Skeleton on death - Disabled
 Maps: Erangel, Miramar & Rondo

15.2 Blue zone Settings

15.2.1. ERANGEL, MIRAMAR & RONDO

Stage	Delay	Wait	Move
0	90	150	270
1	0	60	120
2	0	60	120
3	0	60	150
4	0	50	150
5	0	50	150
6	0	50	90
7	0	50	60
8	0	10	160
Game Time: 31m 40s			

15.3 Rehost/Restart

Tournament Referee should be immediately notified of any technical malfunctions or other emergencies, accompanied by sufficient evidence.

Tournament Games shall be remade only at the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances:

- (a) Floods, fires, wars, terrorist acts, power outages, or other disasters that affect the event.
- (b) The event's environment may adversely affect the outcome of the Tournament, as determined by the administration team.
- (c) A technical malfunction or a player disconnects (excluding malfunctions and disconnects because of a player's mistake or fault) within 3 minutes after the Tournament Official has started the match. If the player can reconnect after disconnecting, no rematch will be made.

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- (d) FIVE problems occur during the loading screen, and the game cannot be loaded.
- (e) ONE player cannot move on the battleground within 3 minutes after the game starts.
- (f) ONE player cannot enter the Tournament Game before the departure of the starting plane.
- (g) ONE player can join a Tournament Game without flying on the starting plane and without parachuting, but instead, start on the battleground.
- (h) Half or more of the Observers' clients crashed, disconnected, or lagged (unable to work), no matter the number of Finishes or other issues that have taken place since the game started. The official broadcasting group has the right to restart the game if it cannot be broadcast normally.

If the above conditions are met, players should instantly request a rehost by notifying the referee team, followed by a valid reason and sufficient evidence. Players should continue playing until the rehost is confirmed by the referee team.

16. Referee, Support and Miscellaneous Matters

16.1. Tournament Referee

Tournament Referees are the ones who will work on behalf of the Tournament Organizers. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Tournament Organizers and/or in support of these Tournament Rules.
- Administering the player checklist and enforcing these Tournament Rules, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explain any bug exploit.
- Checking the Team's Lineup before a match.
- Checking and monitoring player peripherals and Match Areas, if applicable.
- Announcing the beginning of the match.
- Ordering pause/resume during play.
- Confirming the end of the match and its results.

16.2. Rehearsal

All the Teams and Team Members are obligated to participate in the rehearsal of the shows prior to the show day or on the show day as informed by the Tournament Organizer. Failure to comply may result in Disqualification.

16.3. Player's Clothing

All the players and (where required remaining Team Members) shall, during LAN Event and during media days wear official BATTLEGROUNDS MOBILE INDIA PRO SERIES 2026 uniform (jerseys) (or) their

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own team uniforms (jerseys). Players and other Team Members without proper dressing of team uniforms may be denied participation. No player or other Team Member shall remove, replace or cover any part of his or her uniform without prior approval of the Tournament Organizer. Tournament Organizer reserves the right at all times to impose a ban on apparel that is deemed to conflict with the rules. Failure to follow the Clothing code of conduct will result in prize money reduction or further penalties as mentioned in Section 16.5.

16.4. Confidentiality

Team Members and all players participating in BMPS 2026 are hereby prohibited from disclosing, sharing, or publicizing any information related to the mobile devices or any other equipment being used during the LAN event. This shall include, but is not limited to, sharing details via verbal, written, or any form of electronic communication, as well as distributing or showcasing photographs or recordings of such mobile devices or equipments. Any breach of this confidentiality requirement, whether intentional or inadvertent, may result in penalties and including immediate disqualification from the Tournament. All participants are expected to comply fully with this rule to ensure the integrity and fairness of the Tournament.

16.5. Penalties & Actions

Without prejudice to KRAFTON and Tournament Organizers' discretion to levy sanctions and penalties under Section 6.4, in relation to BMPS 2026, it is clarified that penalties are given for rule violations. They may be penalty points, fines, default losses, player/Team suspensions or disqualifications, or a combination of these penalties, depending on the incident in question. Participants will be informed about the penalties via WhatsApp, Discord or Email.

In the event any rules are broken, KRAFTON or the Tournament Organizer, may issue the following penalties, among others:

1st offense: An official warning

2nd offense: 5 Points Penalty

3rd offense and onwards: subject to further disciplinary action and increasing penalties of such quantum as deemed fit by KRAFTON and/or the Tournament Organizer in their sole discretion.

17. Prizes

Prizes may be awarded to successful Teams and individual players at or following a Tournament. In general, the prizes earned by a Team or player will be delivered directly to the Owners of the Team, and the Owners shall be responsible for dividing the prize and paying it to players and others who contributed to the victory. Each Team or player that has been declared the winner of a prize in the Tournament will not be an official winner unless (a) the Team or player is eligible to receive the prize under applicable law; (b) the winning player executes (or has a parent or legal guardian execute) an affidavit of eligibility, liability release and/or any other documentation required by KRAFTON; and (c) the Owners of the winning Team execute an affidavit of eligibility, liability release, and/or any other documentation required by KRAFTON. Failure to sign and return all prize documentation to the Tournament Organizer or Tournament Officials within **90 days** may result in forfeiture and loss of the prize. The failure to take delivery of any prize within a reasonable time after the close of the Tournament may result in forfeiture and loss of the prize. National, state and local taxes, including GST taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in INR. Prizes are not transferable.

PRIZE POOL BREAKDOWN PER STANDINGS IN BMPS 2026 i.e., IN THE LAN EVENT (GRAND FINALS) IN INDIAN RUPEES (INR)

1	60,00,000 INR
2	30,00,000 INR
3	20,00,000 INR
4	15,00,000 INR
5	12,50,000 INR
6	9,00,000 INR
7	7,50,000 INR
8	7,50,000 INR
9	5,00,000 INR
10	5,00,000 INR
11	4,00,000 INR
12	4,00,000 INR
13	3,00,000 INR
14	3,00,000 INR
15	2,50,000 INR
16	2,50,000 INR

MVP (MVP of the Tournament)	4,00,000 INR
Best IGL	2,50,000 INR
Best Clutch	1,00,000 INR
MVP (Grand Finals)	2,00,000 INR

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Best IGL:

This award goes to the top In-Game Leader. It recognizes their excellent calls and exceptional decision-making that guides their team to victory. It also recognizes their direct impact on the outcome of matches.

$$0.7 \times \left(\frac{\text{Team Average Points Per Match}}{\text{All Teams Average Points Per Match}} \times 0.3 + \frac{\text{Team W/C/Ds}}{\text{Total Matches}} \times 0.3 + \frac{\text{Team Top 5 Finish Matches}}{\text{League Average Top 5 Finish Matches}} \times 0.3 + \frac{\text{Team Average Survival Time}}{\text{All Teams Average Survival Time}} \times 0.1 \right) + 0.3 \times \left(\frac{\text{Player Average Eliminations Per Match}}{\text{All Players Average Eliminations Per Match}} \times 0.5 + \frac{\text{Player Average Damage Per Game}}{\text{All Players Average Damage Per Game}} \times 0.5 \right)$$

Tournament MVP:

The player with the highest score across all relevant official matches [Tournament/Grand Finals] based on the following formula will be titled the MVP of the Tournament/Grand Finals:

$$\frac{\text{Survival time}}{\text{Total survival time}} \times 0.2 + \frac{\text{Damage dealt}}{\text{Total damage dealt}} \times 0.3 + \frac{\text{Eliminations}}{\text{Total eliminations}} \times 0.4 + \frac{\text{Knockdowns}}{\text{Total knockdowns}} \times 0.1$$



APPENDIX 1 - TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM

TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM

Instructions: The BATTLEGROUNDS MOBILE INDIA Official Competition Rules, and any rules specific to individual Official Competitions (collectively, the “**Competition Rules**”), govern the conduct of players, coaches, and managers of each team in BATTLEGROUNDS MOBILE INDIA Official Competitions. In order to participate in an Official Competition, all players, coaches, managers and other participants (“**Team Members**”) must accept the Competition Rules. By completing and signing this Team Member Certificate and Acceptance Form (“**Team Member Form**”), the Team Member listed below (“**you**”) agrees to follow and comply with the Competition Rules. If you fail or refuse to sign this Team Member Form, then you will not be permitted to participate in any Official Competitions or any related events.

Team Member Information:		
First Name:	Last Name:	
Email Address (used on your BATTLEGROUNDS MOBILE INDIA Account):	Date of Birth:	Age:
Citizenship:	Jurisdiction of Legal Residency:	

Acceptance of the Competition Rules:
You hereby acknowledge receipt of, or access to, the Competition Rules. You understand that your compliance with the Competition Rules is a condition of your participation as a player, coach, or manager of a team in any Official Competition. You acknowledge that KRAFTON and its affiliates and subcontractors (including any third-party tournament organizer designated by KRAFTON to operate an Official Competition (the “Tournament Organizer”)) reserve the right in their sole discretion to impose discipline for any conduct that violates the Competition Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. You acknowledge that the Competition Rules are necessary to ensure fair play and preserve the integrity of all games, matches and tournaments and all other KRAFTON-organized promotional events, marketing events, streaming sessions and related events, including fan engagement events, media and sponsor events and other calendar items in the Official Competition schedule (“Official Competition Events”). You have carefully read and you understand the Competition Rules, and agree to be bound by their terms. You understand and support the standards set forth in the Competition Rules, and you will act in accordance with them.

Acceptance of Other Legal Terms:
You hereby accept and agree to be bound by, any legal terms and conditions that relate to an Official Competition Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where any Official Competition Event takes place or otherwise legally binding on people who attend or participate in an Official Competition Event. You further agree that you shall be legally responsible for any violation of any such terms and conditions that you commit.

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License to Use Name and Likeness:

Without in any way limiting the licenses granted by you pursuant to Section 7 (Use of Names and Likenesses) of the BATTLEGROUNDS MOBILE INDIA Official Competition Rules, you hereby grant KRAFTON, the Tournament Organizer, and their respective affiliates and broadcast and streaming partners (A) permission to live-stream, broadcast or record your play of BATTLEGROUNDS MOBILE INDIA at any Tournament or part thereof, and (B) a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store and otherwise use and display your full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (i) the broadcast or streaming of any coverage of all or any part of a Tournament; (ii) the marketing and promotion of Official Competitions or any Tournament or part thereof; and (iii) the marketing and promotion of BATTLEGROUNDS MOBILE INDIA.

No Employment Relationship with KRAFTON:

You hereby acknowledge and agree that by adopting and enforcing the Competition Rules, no employment relationship is intended by or created between KRAFTON or Tournament Organizer and yourself, and nothing in the Competition Rules may be construed or reasonably relied upon as evidence that KRAFTON or the Tournament Organizer is your employer or a joint-employer and/or co-employer. The relationship contemplated between KRAFTON and/or Tournament Organizer and your team (“Team”) is that of an independent contractor. You acknowledge and agree that you are employed solely by your Team, and not by KRAFTON or Tournament Organizer.

Other Terms and Conditions:

In entering into this Team Member Form you are not relying on any oral or written statements or representations made by any person or entity with respect to any Official Competition. This Team Member Form is in addition to, and not in lieu of, BATTLEGROUNDS MOBILE INDIA Official Competition Rules and may not be amended except by a written amendment signed by an authorized representative of KRAFTON. In the event of a conflict between BATTLEGROUNDS MOBILE INDIA Official Competition Rules and this Team Member Form, the BATTLEGROUNDS MOBILE INDIA Official Competition Rules shall govern and control.

Signature of Team Member:

X

Date Signed:

APPENDIX 2 - PARENT OR GUARDIAN CONSENT

PARENT/GUARDIAN CONSENT FORM

BATTLEGROUNDS MOBILE INDIA PRO SERIES 2026

Background and Purpose: Welcome to our BATTLEGROUNDS MOBILE INDIA PRO SERIES 2026 event (the “Event”). We’re happy you could join us. The Event is intended for adult viewers and participants who are adults and competent to contract in their own name. A minor/ individual not competent to contract in the individual’s own name may participate in the Event if his or her parent or legal guardian has granted consent. In this form (the “Consent Form”) the parent or legal guardian named below (“you” or “Guardian”) agrees to the following legal terms and conditions relating to the attendance/participation of the individual named below (“Minor”) in the Event described below and at any related events, including meals, fan engagement events, media and sponsor events, etc.

Minor Information	
Minor Name:	Date of Birth:
Minor Address:	Minor Email:
Parent/ Guardian Name:	Parent/ Guardian Email:
Address (if different from Minor’s):	
Event Name: BATTLEGROUNDS MOBILE INDIA PRO SERIES 2026	Event Date:

You, the undersigned, certify you are the parent or legal guardian of Minor named above. You understand your permission and authorization is required in order for Minor to attend and/or participate in the Event. Your signature on this Consent Form is conclusive evidence of your understanding and acceptance of the terms and conditions set forth below.

1. Consent to Participate. You hereby give permission for Minor to attend and participate in the Event. You accept all responsibility for, and you assume all risk of loss and liability for, any damages and injuries Minor may suffer or sustain as a result of Minor’s attendance at or participation in the Event.

2. Release of Event Organizers. You hereby release KRAFTON, Inc. (“KRAFTON”) and the organizers of the Event (“Tournament Organizer”), their sponsors, and their respective affiliates, licensors and licensees, partners (e.g. broadcast and streaming partners), venue operators, together with all of their respective shareholders, directors, officers, employees, contractors, investors, insurers, and agents (collectively, “Released Parties”), from any and all claims, liability, or causes of action of any kind arising anywhere in the world, whether based on negligence, breach of contract or duty or otherwise, for property damage, personal injury, or death, arising from or related to Minor’s attendance at and participation in the Event.

3. Acceptance of Other Legal Terms. You hereby accept, on Minor’s behalf, and agree to be bound by, (i) any legal terms and conditions related to the Event, including The BATTLEGROUNDS MOBILE INDIA Official Competition Rules, and any rules specific to individual Official Competitions (as defined under these Rules), terms and conditions printed on tickets, presented during the ticket purchase or signup process, displayed on signage at the venue where the Event takes place or otherwise legally binding on people who attend the Event or participate in the Event, and (ii) the terms of service and privacy policy applicable to the game and available at <https://www.battlegroundsmobileindia.com/>. You further agree you shall be legally responsible for any violation of the foregoing by Minor.

4. Video of Minor. On Minor's behalf, you hereby grant the Tournament Organizer, Krafton, their sponsors, and their respective affiliates, streaming and broadcast partners, assigns and licensees an unrestricted right, to video, photograph and record Minor during the Event and to stream, broadcast, display and/or otherwise use Minor's name and image, likeness, and voice, as captured in audio-visual recordings (whether recorded by Krafton, the Tournament Organizers, the Minor or otherwise) and broadcasts, and all data and statistics collected, during the Event. Each of the foregoing referred to recordings, broadcasts, data and statistics, as between you and Minor on the one hand and Tournament Organizer and Krafton on the other hand, are the sole property of Tournament Organizer and/or Krafton, as applicable, who may copy, edit, perform, broadcast, re-post and otherwise use, license or transfer them however they choose. You hereby irrevocably transfer and assign any rights you or Minor may have or acquire in these performances, streams, broadcasts, recordings, data and statistics to the Tournament Organizer and Krafton, as may be determined between them. You hereby also grant the Tournament Organizer, Krafton, their sponsors and their respective affiliates, streaming and broadcast partners, assigns and licensees an unrestricted right to publish, distribute, and otherwise use and display the Minor's full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (i) the broadcast or streaming of any coverage of all or any part of the Event; (ii) the marketing and promotion of Official Competitions or part thereof; and (iii) the marketing and promotion of BATTLEGROUNDS MOBILE INDIA.

5. Indemnification. You hereby agree to indemnify, defend and hold harmless the Release Parties from and against any claim, liability, or cause of action of any kind arising from or related to Minor's attendance or participation in the Event (e.g. damage to property, injury to others or violations of law). You accept full responsibility for all medical expenses and emergency treatment and transportation arising from or related to Minor's attendance or participation in the Event.

6. Governing Law and Other Terms. This Consent Form (including any questions relating to its existence, validity or scope) shall be governed by the laws of India without regard to choice of law principles. This Consent Form shall be effective and binding upon Minor's heirs, next of kin, executors, administrators, assigns and representatives. If any provision of this Consent Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Consent Form you are not relying on any oral or written statements or representations made by any person with respect to the Event. This Consent Form sets forth the entire agreement relating to its subject matter and may not be amended except by a written amendment signed by the Tournament Organizer. With respect to this Consent Form, you acknowledge and agree that all references to the Minor's attendance and participation in the Event shall mean (as the context may require): (i) the Minor's participation in any online section/format of the Event; and (ii) the Minor's attendance and participation in any LAN event organized as part of the Event.

DO NOT SIGN IF YOU HAVE NOT READ, UNDERSTOOD AND AGREED TO THE ABOVE
TERMS

Signature of Parent or Guardian:

Date: