



FAKULTAS
KEDOKTERAN



BEM IKM
FKUI 2021

Bersama Menuju Perubahan



LIGAMEDIKA
2021

PUBGM SSO IWM

Liga Medika 2021

COMPETITION GUIDELINE

IMSSO

PUBGM Competition Guidelines IMSSO Liga Medika 2021

All participants must read IMSSO Liga Medika 2021 General Guideline in advance.

A. Teams and Participants

- a. Participants that are eligible for PUBGM Competition are those who meet the requirements in **IMSSO Liga Medika 2021 General Guideline Section II**.
- b. All participants in a team must come from the same university and major.
- c. Each team must consist of 4 to 5 people with the following composition:
 - 4 participants
 - 1 stand in participant (not mandatory)
- d. Participant's username, team's name, and team's logo which are restricted by law will not be accepted. Also, names which go against all forms of etiquette and good manners will not be accepted. For example, discrimination, harrasment, and racism.
- e. Substitution of participants mechanism is regulated in IMSSO Liga Medika 2021 General Guideline Section VII. Participants cannot be changed during a match, so please be sure to check account information carefully.
- f. Participants and teams are prohibited from changing their registered usernames and team names until the competition is over.
- g. The competition can be participated by a maximum of 24 teams. The rules regarding team registration refer to the IMSSO Liga Medika 2021 Competition Guideline.

B. Tournament Schedule

- a. The competition will have classic battle royal format that consists of:
 - Regular Season: 24 teams get grouped into groups of 8 and play matches to earn points. Each team will play a total of 6 games. Top 16 teams will advance to Final Match.
 - Final Match: 4 final games to determine the winner of PUBGM IMSSO Liga Medika 2021.

Events	Time
Technical Meeting	22th May 2021
Regular Season	18th June 2021 - 20th June 2021
Final Match	26th June 2021
Winner Announcement	27th June 2021

C. Match Verification

- a. Each team should report their presence to their Liaison Officer 30 minutes before the match started via ZOOM.

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- b. Verification will start 15 minutes before the match. Participants that haven't join Zoom Meetings 15 minutes before the match will be considered as **"not present"** and prohibited from playing the match.
- c. Attendance and verification of participants will be checked through ZOOM meetings with the Liaison Officer in the breakout room. These are the specific mechanisms:
 - Zoom naming format, Team Name_Participant Name_University
 - Example: RRQ_Andy Latif_UI
 - Participants must show their identity, such as: Student ID card or official identity card (KTP/SIM) with the following terms and conditions:
 - The identity must be readable
 - The identity's photo must be seen clearly
 - Participants must show their device that will be used during the match.
 - Participants must show PUBGM ID screen based on their own account
 - Participants must show room lobby and in game room (countdown) screen to the Liaison Officer via ZOOM meeting.
- d. Room ID and password will be informed via group chat (WA or Line).

D. Participant's Equipment

- a. Participants must use a phone (smartphone) below 8 inches. Using a tablet or any other device is prohibited.
- b. Participants must have downloaded the most updated version of PUBG Mobile before the match.
- c. Participants can use an earphone or headphone to hear and communicate better in-game.
- d. The use of other gaming gear, such as trigger buttons, L1 and R1 buttons, etc. is not allowed.
- e. Participants can only use the in-game voice chat feature that is available on the PUBGM application to communicate with each other.
- f. Participants must prepare another device with usable camera to join ZOOM meeting during the match. Teams that will be playing together in the same room must report their Liaison Officer before the match.

E. Tournament Structure

a. Game Mode

- **Regular Season**

Round-robin matches in classic mode which includes 16 teams per match will be used to qualify the group. Each group includes 8 teams. There are 3 games for each group match. The maps that are going to be used are TPP Erangel, TPP Miramar, and TPP Sanhok.

1. Group A vs B Match
 - MAP - TPP Erangel
 - MAP - TPP Miramar
 - MAP - TPP Sanhok
2. Group B vs C Match
 - MAP - TPP Erangel
 - MAP - TPP Miramar

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- MAP - TPP Sanhok
- 3. Group C vs A Match
 - MAP - TPP Erangel
 - MAP - TPP Miramar
 - MAP - TPP Sanhok

- **Final Match**

In Final Match, the teams are chosen by the global ranking in Regular Season. The chosen teams are the top 16 global ranking. Teams will play using the map TPP Erangel for two games, TPP Miramar, and TPP Sanhok.

b. Server

- Matches will use the LIVE Server (PUBGM Client room advance) and the lobby will be made by IMSSO PUBGM committee
- If the team or participant fails to join the server when the game is started, the team or participant lost the right to play on that game.

c. Score Points

The points are accumulated from the kill counts and the team's final placement. Every kill will be counted as 1 point. The team final placement points are:

Placement	Points
1	15
2	12
3	10
4	8
5	6
6	4
7	2
8-12	1
13-16	0

d. Tied Points

If there are any tie between teams, the decision will be affected by:

1. Total times of winning the first placement across all tournament games
2. Total accumulated placement points across all tournament games
3. The team's total accumulated kill count across all tournament games

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4. The team's placement in the most recent match of the tournament

F. Match Procedure

a. Setting Time

- i. Each participant will be given time to set their game and their earphone/headset before the game starts. During the setting time, each participant must check their network provider.
- ii. Each participant is responsible for their own cellular data.
- iii. If there are any cellular network problems during the match, it is the responsibility of the participant, not the committee.
- iv. Participants must turn on ZOOM meeting's video and mute the microphone until the match is over.
- v. Before the match, all participants must have downloaded the maps that are going to be used. Participants/teams that have not downloaded the maps will be kicked and left from the match.

b. Starting Match

- i. If there is any participant that is still setting their peripherals when the match is ready to start, the committee will start the match without waiting for the said participants.
- ii. Participants are recommended to close any other application before the match starts to prevent unwanted conditions.
- iii. If any participant or team is disconnected from the server because their own fault or their own device, the participant must attempt to reconnect and report to their Liaison Officer as soon as possible. If the said participant can't reconnect, the game will continue without them.
- iv. If there are bugs during the match, the game will still be continued.
- v. Participants that experience bugs that are not network-related (e.g. participant gets stuck in compound's door and get killed by other team's participant) must report to Liga Medika Committees within 3 minutes after the character is killed and submit the recording file of game screen within 30 minutes after the final match of the day. Liga Medika Committees will check the file for confirmation and grant 1 compensation point. No compensation point will be given out without screen recording file.
- vi. Participants must be with their own team in the lobby. If there are any participants that placed themselves on the enemies' team, the participants' team will be punished where their points will not be counted for the entire match.
- vii. After the match finished, every team must screenshot their match result.
- viii. Minimum participants to start for each team to join any games is 2 participants. Any team that doesn't meet the condition are not allowed to join that game.

c. Rematch

A rematch may take place under the following circumstances, with the decision of Liga Medika Committee that the participant must follow:

- i. A situation where there is a connection problem that makes 86% of participants unable to continue the match in a game that has run 2 circles.

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- ii. Force Majeure.

G. Participant Conduct

a. In Game Presence

- i. **High Standards for Professionals.** All teams and team members must observe the highest standards of good sportsmanship and personal integrity at all times. Participants must behave in a professional and sportsmanlike manner with other competitors, tournament organizer, media, sponsors, and supporters.
- ii. **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 match.
- iii. **Sanctions.** A violation of these rules will result in sanctions. All decisions are made by Liga Medika IMSSO PUBGM Committee based on IMSSO Liga Medika 2021 General Guideline.

b. Unprofessional Behavior

Written below are the non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

- Harassment
- Sexual harassment
- Discrimination and denigration
- Immoral activity
- Bribery and gifts
- Non-compliance
- Spamming

c. Cheating

Cheating is prohibited. Any modification of the PUBGM game client by any participant, team, or other team member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, hand signals, etc., shall be deemed cheating. Downloading any cheat program to the device used for the competition is strictly prohibited and may result in a game ban and other penalties.

d. Collusion and match fixing

Any form of collusion by any team members is prohibited. Examples of collusion is any agreement among two or more participants or other team members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing team or participant with certain advantages or benefits.

e. Software exploitation

Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the Liga Medika Committees.

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H. Prizepool

- a. 1st winner : Rp1.500.000,00 + e-certificates
- b. 2nd winner : Rp750.000,00 + e-certificates
- c. 3rd winner : Rp500.000,00 + e-certificates

I. Final Regulations

- a. All decisions of PUBGM IMSSO Liga Medika Committee are final and cannot be contested.
- b. All participants MUST read and accept all applicable regulations.
- c. Any feedback, complaints, or suggestions should be given in a manner based on IMSSO Liga Medika 2021 General Guideline.

J. Contact Person

For more information or details please contact:

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