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Game Rules

1. Overview

The PS4 / Xbox / PC / Mobile Tournaments are managed and operated by VXG (alternatively “VXGaming” or “Venture X Gaming”).

PS4 / Xbox / PC / Mobile Tournaments are not sponsored, endorsed or managed by, or associated with, any type of video game producer, meaning all tournaments are exclusively VXGaming rights.

2. Player Registration Rules

2.1 Registration and agreement of VXG official rules

All participants must register for the tournament/sng or join the pool using VXG’s web app on the console, pc or mobile, accessible on www.vxgaming.org to be a valid registration.

An eligible Participant must also comply with the following requirements:

1. own or have enough balance for the tournament or pool
2. own or have access to the Tournament Game (e.g. PUBG)
3. own or have access to the console, pc or mobile that the video game will be played
4. own an eligible account for PSN, Xbox, Steam, Epic and other networks
5. residents of an applicable jurisdiction
6. access to at least 8mb of internet connection bandwidth to be able to broadcast

Participants must have their console account or environment account (e.g. Steam, PSN) linked to their VXG account on the App. Players are required to read the video game rules and guidelines, VXG privacy policy, and agree to these rules before entering the tournament. As soon as a participant registers, VXG considers eligible for the entire competition structure.

2.2 Age

Players must be eligible to play any game according to their local age restrictions, at the point of tournament registration or joining pools.

3. Competition Structure

The Gaming Pools, Tournaments and SnG will be run in all regions around the globe.

3.1 Gaming Pools, Tournaments and SnG Match Rules

Gaming Pools

All GP matches are played after joining the pool, finding an opponent in the VXG web app, and completing a match through the game provider.

Tournaments Match start time

All Tournament matches are played at the scheduled match time. To see the match schedule, access the match event page in the VXG web app.

SnG Match start time

All SnG matches are played when the required number of players registers. To see the match schedule, access the match event page in the VXG web app.

Joining your Tournament/SnG

1. Access the match event page (you will be able to see it in the “Tournaments” or “SnG” tab)
2. Click the "Register" option
3. The result will be automatically submitted at the end of the match

No show

Each player has 5 minutes to show up to a match. Not showing up within 5 minutes results in a default loss. The player that is waiting advances to the next phase or wins the match.

Results

Results are automatically submitted by the system at the end of the match.

Disconnection

In the event of a player disconnecting that player will forfeit the entire game. It will be the responsibility of the player that got disconnected to connect to his opponent according to the time provided by the game provider. If the player does not reconnect within the required time frame, he will be disqualified and the victory awarded to the opponent.

Match Disputes

- If any issues are encountered in a match, it's the player's responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, send an email to support@vxgaming.org use the following subject standard: VXG - Game Dispute - Tournament ID / Gaming Pool ID / SnG ID - Player Username
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

3.2 Match Media

The following type of media are accepted ways of proof during match reporting and protests:

- Twitch Livestream VODs (with clear naming of the players, date, tournament round)
- Screenshots (or photographs) showing both players and the result/issue

4. Prizing

4.1 Prizing breakdown per Tournament

Regular Tournaments offer prizes to 40% of the Player Pool. Players are rewarded according to their finish place.

Future offerings have different distributions (Knock-out, 50/50, Bounty Hunter).

4.2 Prizing breakdown per SnG

Regular SnG offers a static prize according to the number of Players needed to the SnG start. Players are rewarded according to their finish place.

Future offerings have different distributions (Knock-out, 50/50, Bounty Hunter).

4.3 Prizing breakdown per Gaming Pool

Regular Gaming Pools offer a static prize per match.

Future offerings have different distributions (Knock-out, 50/50, Bounty Hunter).

4.4 Prizing Terms and Conditions

All expenses not specified above, including, without limitation, all applicable federal, state, and local taxes, and international tariffs are the sole responsibility of the individual Winner.

In the event that a potential winner is disqualified, or the prize is forfeited for any reason, VXG will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity.

5. Game Coverage

PlayStation, Xbox, Steam, Battle.net, Epic, VXG or any other tournament organizer, will contact any player or team if they wish to broadcast their matches. Individual players are allowed to arrange their own streaming if no contact is made.

6. General Terms

If Participants' register or complete their profile, personal information will be subject to VXG Privacy Policy and Cookie Policy.

By entering the VXG app, you consent that your personal information may be used to optimize the user experience and continuous improvement of VXG services.

Participants have the right to access, withdraw, and correct their personal information on their account page.

By participating in any Competition, each Participant agrees:

That the VXG decisions will be final;

Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your country of residence that cannot be derogated from by agreement.

Global Rules

1. Global Rules

1.1. General

VXG in unique cases has the right to overwrite a rule to guarantee fair play.

1.2. Code of Conduct

Each participant must behave with respect to VXG associates, spectators, partners or any player. We ask any gaming representative to honour our code of conduct. This applies to in-game behaviour and any other type of interaction like streaming, chat.

We expect players to act according to the values below:

- Integrity: Honesty is a must-have within VXG
- Diversity: Anyone has a chance to win
- Respect: Treat others the same way you would want to be treated yourself
- Passion: Be brave and fight for what you think is right

Participants must not start any type of hate speech or harassment. This includes, but is not limited to:

- Any type of hate speech against life options (e.g. Gender identity, sexual orientation, identidade de gênero e expressão, orientação sexual, raça, etnia, deficiência, aparência física, tamanho, idade ou religião).
- Chase or intimidate
- Spam, raid, cancel live streaming or social media
- Post or threat to post PID of other people
- Undesirable sexual attention
- Participants must not do or encourage any of the behaviours mentioned

The violation of the VXG code of conduct will generate a warning. A player with multiple warnings will get a life ban, disqualification, or event ban.

1.2.1. Offensive Behaviour

All types of offensive behaviour within the VXG platform or Tournaments, SnG, Gaming Pools are censured. Offensive behaviour in external chats is not taken into account.

1.2.2. Spamming

Excessive posts of invaluable contributions, offensive speech are considered spam and VXG penalizes spam.

1.3 Game & Client

The software that does not integrate the original game is not allowed. Changes in the game configuration are allowed unless VXG states are prohibited.

The software that provides any kind of advantage or edge is prohibited. All software that changes the game physics to benefit the player using it is prohibited.

1.4 Language

The Official VXG language is English. Regional Tournaments, SnG or Gaming Pools use the region official language and worldwide Tournaments, SnG or Gaming Pools use English.

2. Fraud & Cheating

2.1 Fraud

VXG will not tolerate any kind of misbehaviour, false claims or cheating within VXG and to administrators or other players.

2.2 Non-Authorized Abuses

This includes abuse of identified platform bugs.

These penalties occur due to the no communication to the platform admins. When a bug is identified the user must communicate with the admins and it will be rewarded accordingly. No communication leaves no choice to VXG but to ban.

2.3 Cheating

All types of cheating or distribution in VXG matches are disallowed and cheaters will be penalized.

2.4. Fraud

Getting involved in any action that influences the match result by any means.

3. User Account

3.1. Player

3.1.1. Multiple Accounts

VXG allows each player to have one and only one account. If a player cannot log in or recover password, he or she should not create a new account, instead, contact support@vxgaming.org.

3.1.2 Account Sharing

Each VXG account is personal and players must not share it. Not following this rule can result in user ban. The active user must always be the original user, the one who completed the registration.