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#WCS20

**SOUTH-EAST ASIAN
COMMUNITY TOURNAMENT**

TOURNAMENT RULES

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BACKGROUND AND PURPOSE

Riot Games Inc. (“RGI”) owns the rights to distribute the game VALORANT worldwide and has created the VALORANT general rule set to serve as the official competition platform for VALORANT esports.

Singapore Esports Association (SGEA) and organising partner SelectStart PTE LTD are organising and operating the #WCS20 South-East Asian Community Tournament – Valorant as part of the World Connected Series by the Global Esports Federation.

The #WCS20 SEA Community Tournament Rules (“**Tournament Rules**”) establish the general rules applicable to the play of VALORANT for this event. They include rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Tournament Rules include the general terms set forth in Sections 1 – 12 below (“**General Terms**”), as well as the specific terms in the Appendices attached hereto. The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Terms and all other Appendices.

These Tournament Rules apply to the individual (natural person), entity and/or group (“**Owners**”) who registered a team (“**Team**”) to participate in the #WCS20 SEA Community Tournament in accordance with the Esports Registration Procedures and Rules (“**Registration Rules**”) and to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to in in these Tournament Rules as the “**Team Members**”.

These Tournament Rules and the Registration Rules form a contract between a Team Member and SGEA. Each Team Member is required to read, understand, and agree to these Tournament Rules and the Registration Rules before participating in any Tournament.

BY PARTICIPATING IN ANY TOURNAMENT, YOU AGREE TO THESE TOURNAMENT RULES AND THE REGISTRATION RULES. IF YOU DO NOT ACCEPT THESE TOURNAMENT RULES AND THE REGISTRATION RULES, AND ABIDE BY THEM DURING YOUR PARTICIPATION IN THE TOURNAMENTS, YOU WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE #WCS20 SEA COMMUNITY TOURNAMENT.

GENERAL TERMS

1. ACCEPTANCE OF TOURNAMENT RULES

1.1. Acceptance

Each Team Member must agree to these Tournament Rules and the Registration Rules in order to participate in the #WCS20 SEA Community Tournament. A Team Member may accept these Tournament Rules by registering to participate in the #WCS20 SEA Community Tournament in accordance with the Registration Rules or by participating in any Tournament.

1.2. Changes to Tournament Rules

The field of esports is changing rapidly as are the games that are played in esports, and these Tournament Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and the updates to VALORANT. Accordingly, SGEA may update, amend or supplement these Tournament Rules from time to time; and may interpret or apply these Tournament Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these Tournament Rules will be provided to the Team's Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these Tournament Rules to other Team Members. Participation in the #WCS20 SEA Community Tournament will constitute acceptance of the changed rules, instructions and guidance.

1.3. Enforcement of the Tournament Rules

SGEA has retained third-party tournament Organisers ("Tournament Organiser") to operate #WCS20 SEA Community Tournament. The Tournament Organiser will be responsible for, among other things, providing officials, referees and administrators for each Tournament and for ensuring compliance with these Tournament Rules and the Registration Rules.

2. ELIGIBILITY

2.1. Player Age.

In order to be eligible to participate in a Tournament as a player, an individual must older than 16 years of age before the start of the Tournament, 16 years of age is defined as having lived 16 full years.

2.2. Team Requirements.

The majority of players on a team must be a citizen or permanent resident of their chosen Represented Country. I.E. In a team of 6 players (1 Captain, 4 Players and 1 Substitute), at least 4 of the rostered players must be from the Represented Country.

To avoid unfair country representation, participating players on a team must provide photo ID proof of citizenship after registration, taking care to clearly show their names, country of citizenship and photo. Other particulars such as ID number and other personal information may be obscured. This submission will be for verification purposes only. More information can be found inside the Player's Kit sent to team members upon successful registration.

2.3. No Riot Games Inc. ("RGI"), Singapore Esports Association ("SGEA") or Tournament Organiser Employees

Team Members may not be employees of Riot Games Inc. ("RGI"), Singapore Esports Association

("SGEA") or Tournament Organiser or any of their respective affiliates at any point during the #WCS20 SEA Community Tournament.

2.4. Player Names

Player Names will be selected at the time of registration and may not be changed at any time during the #WCS20 SEA Community Tournament without the prior written approval of the Tournament Officials.

A Player Name may not include any word or phrase in any language that is offensive, toxic or hurtful. A Player Name may not include all or part of a corporate name or make use of the trademarks or other intellectual property of RGI, VALORANT or any third party without the prior written approval of the Tournament Organiser. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organiser sufficient to demonstrate to the satisfaction of the Tournament Organiser that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Organiser, 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 Player Name shall be with the player. Tournament Officials reserve the right to reject any Player Name selected by a player for any reason and to require the player to select an alternate Player Name that complies with these Tournament Rules.

2.5. Registration

All players must comply with the Registration Rules to be eligible to compete. A player in the #WCS20 SEA Community Tournament may not compete for more than one Team.

2.6. Tournament-Related Events

The Tournament Organiser and RGI shall have the right to require players to cooperate in carrying out various media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by RGI or the Tournament Organiser in connection with the marketing and promotion of the #WCS20 SEA Community Tournament and/or VALORANT ("**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 Organiser or RGI. The Tournament Organiser shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3. TEAMS AND OWNERS

3.1. Roster Requirements

- 3.1.1. **Starters and Substitutes.** Each Team is required to maintain, at all times during the tournament, five players in the Team's starting lineup ("**Starters**"). A Team has the option of adding one additional player who shall act as a substitute ("**Substitute**"). Tournament Officials shall have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register six players, which is the maximum number of players allowed.
- 3.1.2. **Minimum Roster Requirement.** All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must at all times comply with the minimum roster requirement during the Tournament. All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.
- 3.1.3. **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. Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be 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.

3.2. Submission of the Roster and Team Registration

Before the start of the #WCS20 SEA Community Tournament, each Team must register its roster (including all Starters and any Substitute). No changes to a Team’s roster will be permitted after a Team’s registration has been processed without the prior approval of the Tournament Officials (including for changes due to sickness, visa issues, etc.).

3.3. Team Names and Logos

The Team’s name will be selected prior to registration and may not be changed at any time during the #WCS20 SEA Community Tournament without the prior written approval of 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 offensive, toxic or hurtful. 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 SGEA, RGI, VALORANT or any third party without the prior written approval of the Tournament Organiser. In order to secure such approval, a Team will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organiser sufficient to demonstrate to the satisfaction of the Tournament Organiser that the Team is properly licensed to use such third party’s intellectual property. Notwithstanding any approval that may be provided by the Tournament Organiser, 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 Tournament Rules.

4. TOURNAMENT STRUCTURE

4.1. Overview

Each Team will represent a country to compete against other Teams in South-East Asia.

4.2. Tournament Format

Playoffs : Best of 1, Double Elimination
Finals : Best of 3
Server Region : Asia Pacific
Maximum Teams: 32

5. ONLINE EVENTS

5.1. Game Version

The version of VALORANT used for Tournament Games will be determined by the Tournament Organiser.

5.2. Player Accounts

A player is allowed to have only one (1) Valorant account active on their CPL account. Valorant nickname has to be in format Riot ID#Tagline. Any other format will be invalid. You are not allowed to share or use another person’s game account. Your account is for your use, and your use alone.

5.3. Checking In

After registration, Team Captains are required to join the official Discord channel: <https://discord.gg/BZNAgyW8q4>. Team Captains will need to write their IGN and team name in the #check-in channel, under the category "WCS20 Tournaments" to confirm their registration.

5.4. Punctuality

All matches in the tournament should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration. All participants should be ready 60 minutes before the scheduled time for each match.

5.5. Start of a Game

Once all players of each Team are present, Teams Captains must confirm that all players are ready to begin the game before the scheduled time for the match. Once each Team Captain confirms readiness, Lobbies holder can start the game.

5.6. Delaying the match

Penalties for delaying a match will be awarded if a participant is more than 10 minutes late.

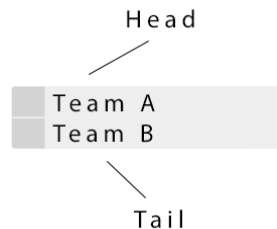
5.7. Participants No-Show

If a participant is still not ready to play 25 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match with the worst score possible.

5.8. Map Selection

The maps will be pre-selected for all games in the tournament, except for the finals. The maps to be played will be live drawn on the same day as the brackets for the tournament.

The side selection will be done before each match on Discord. Teams at the top half of the match bracket will represent Head, while Teams at the bottom half of their match bracket will represent Tail. The team which wins the coin flip will attack first.



Finals – Best of 3

Team A bans a map
Team B bans a map
Team A picks a map 1. Team B picks a side
Team B picks a map 2. Team A picks a side
The remaining map that has not been banned shall be the decider. A coin flip will be done to determine the side pick

5.9. In-Game Setup and Rules

5.9.1. General/Game Setup

5.9.2. Maps: Bind, Haven, Icebox, Split, Ascent

5.9.3. Team Size: 5 players

5.9.4. Roster Size: 6 players (5 Starters and 1 Substitute)

5.9.5. Server Selection

The game server to be chosen should be one where the ping for both teams is as even as possible. Tournament Officials will decide on the server to be used if both teams are unable to agree on a server.

5.9.6. Lobby Setup:

Map : According to tournament bracket or depending on coin flip results
Mode : Standard
Cheats : Off
Overtime : Win By Two

5.10. Stoppage of Play or Remake the game

5.10.1. Remake

- ★ If one of the teams fails to lock in all the agents in the character selection screen and the game goes back to the lobby, the game has to be remake.
- ★ In the case that the game starts before a ready from both sides, the team which is not ready has the right to call a remake before round 1 of the game starts. (before the countdown in the game of round 1 reaches 0).
- ★ If any of the players are not connected to the game before the counter reaches 0, the team can call a remake and the game has to be remake.
- ★ If the game starts on the wrong map, the game has to be remake.
- ★ In order to remake a game, all the players have to leave the match. Start ~~ten~~ next game as soon as possible. Both team captains will have to ready-up again. If the team is not ready within 5 minutes after the remake, the team which is not ready will be disqualified. Games can be remake only once, games have to be played in the way it starts after the remake, even if the issue reoccur. The situation can still be reported to Tournament Officials in Discord.
- ★ If the team which is hosting the game does not remake, the Opposing team can report the situation to Tournament Officials in Discord. The case will be reviewed and can result in disqualification of the team which did not do a remake.

5.10.2. Pauses

For matches on Day 1:

If a player disconnects during the game, the game has to continue and will not be paused or remake.

For matches on Day 2:

If a player disconnects during the game, the game can only be paused DURING the "Buy Phase" of the game. Using the pause function at any other periods will result in an immediate forfeit of that match

5.11. Live Streaming

In order to ensure fair play and the integrity of the #WCS SEA Community Tournament, players are not allowed to live stream during their competition matches.

6. POST-GAME PROCESS

6.1. Results

Once the match finishes, both team captains have to take a screenshot of the results and post it in the Match Results channel after each game.

In the screenshot of the game results, results above the scoreboard, all the players and information of the match on the right of the results have to be visible.

6.2. Tech Notes

Following each Tournament Game, Players will identify any technical issues with Tournament Officials.

6.3. Break Time

In cases where breaks between Tournament Games are necessary or deemed to be desirable by the Tournament Organiser, Tournament Officials will inform Team Captains of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

7. SUBSTITUTIONS AND OTHER ROSTER CHANGES

A Substitute may replace a Starter between each game during Tournament play. The Tournament Officials reserve the right to approve or deny any request to add or remove a player from a Team's roster based upon the eligibility of the player(s) involved and such request's compliance with these Tournament Rules and the Registration Rules. The Tournament Officials also reserve the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to Tournament Officials if such roster change has not been publicly announced.

8. 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 Team Captains of the Team, and the Team Captains 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 (i) the Team or player is eligible to receive the prize under applicable law; (ii) 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 SGEA and/or RGI; and (iii) the Owners of the winning Team execute an affidavit of eligibility, liability release, and/or any other documentation required by SGEA and/or RGI. Failure to sign and return all prize documentation to the Tournament Organiser or SGEA Officials 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.

All prize money should ideally be paid out 45 days after the tournament in question has been completed, but it may take as long as 90 days for the payment to be completed. If a team does not request the prize money payment within the presented deadline, their payment will be delayed.

9. CODE OF CONDUCT

9.1. Conduct Generally

- 9.1.1. **High Standards for Professionals.** All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, SGEA Officials, the Tournament Organiser, the media, sponsors and fans.
- 9.1.2. **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.
- 9.1.3. **Sanctions.** A violation of these Tournament Rules will result in sanctions at the discretion of the Tournament Organiser, as discussed in greater detail below. All decisions made by the Tournament Organiser and SGEA Officials in regard to violations of these Tournament Rules are final and binding.

9.2. Prohibited Conduct

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

- 9.2.1. **Collusion/Match Fixing.** A player may not collude. Collusion is defined as any agreement among two (2) or more players, and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
 - (A) Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
 - (B) Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
 - (C) Pre-arranging to split prize money and/or any other form of compensation.
 - (D) Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- 9.2.2. **Cheating.** Cheating is prohibited. Any modification of the VALORANT game client by any player, Team or other Team Member is prohibited.
- 9.2.3. **Hacking.** A player may not hack during tournament games. Hacking is defined as any modification of the VALORANT game client by any player, or person acting on behalf of a player.
- 9.2.4. **Exploiting.** A player may not utilize any exploits during tournament games. Exploiting is defined as intentionally using any in-game bug (determined as part of a published bug list) to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Agent ability performance, or any other game function that, in the sole determination of Riot officials, is not functioning as intended.

- 9.2.5. **Ringling.** A player may not act as a ringer during a tournament game. Ringing is defined as playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- 9.2.6. **Vulgar or Hateful Speech.** A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to the #WCS SEA Community Tournament or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. 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 VALORANT. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.
- 9.2.7. **Violence.** Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or Tournament Official.
- 9.2.8. **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 Organiser. 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 is required to report any violation of this rule to the Tournament Organiser.
- 9.2.9. **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, the #WCS SEA Community Tournament. Team Members are not allowed to
(i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) associate with high volume gamblers, or deliver information to others that might influence their bets.
- 9.2.10. **Studio Interference.** At LAN Events, no Team Member may interfere with lights, cameras or other studio equipment.
- 9.2.11. **Unauthorized Communications.** At LAN Events, all communication devices must be removed from the play area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.
- 9.2.12. **Identity.** At all public-facing Tournaments, a player may not cover his or her face. Hats and dark glasses are not allowed during LAN Event play.

9.3. Apparel

- 9.3.1. Players may wear apparel with multiple logos, patches or promotional language. Riot and the Tournament Organisers reserve the right at all times to impose a ban on objectionable or offensive apparel:
- (A) Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that Riot, in its sole and absolute

discretion, considers unethical.

- (B) Advertises any brand whose business falls within the Globally Prohibited Sponsorship Categories.
- (C) Containing any material constituting or relating to any activities which are illegal in any Riot region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- (D) Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions or refers to matters which are not considered socially acceptable topics.
- (E) Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject Riot or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- (F) Disparaging or libeling any opposing player or any other person, entity or product.
- (G) Riot reserves the right to refuse entry or continued participation in the match to any player who does not comply with the aforementioned apparel rules.

9.4. SGEA Discretion

Any other further act, failure to act, or behavior which, in the judgment of SGEA, Riot or Tournament Officials, violates this Ruleset and/or the standards of integrity established by Riot and Competition Officials for competitive game play, is prohibited.

9.5. Unprofessional Behavior

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

- 9.5.1. **Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.
- 9.5.2. **Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. 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.
- 9.5.3. **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.
- 9.5.4. **Negative Statements.** Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the SGEA, Tournament Organiser, RGI or its affiliates, sponsors, or VALORANT.

- 9.5.5. **Confidentiality.** Without consent of the Tournament Organiser, a Team Member may not disclose any confidential or proprietary information provided or made available by SGEA, RGI or the Tournament Organiser to the Team Member in relation to the #WCS SEA Community Tournament. Team Members shall be obligated to keep confidential the confidential or proprietary information provided by the Tournament Organiser. The “confidential or proprietary information” of SGEA, RGI and the Tournament Organiser includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by SGEA, RGI or the Tournament Organiser to a Team Member concerning or related to VALORANT, the #WCS SEA Community Tournament 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 SGEA, RGI or the Tournament Organiser. Confidential information includes, without limitation, development plans and release dates for updates to VALORANT, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.
- 9.5.6. **Illegal Activity.** Team Members are required to comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.
- 9.5.7. **Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the Tournament Organiser, is unethical, immoral or disgraceful.
- 9.5.8. **Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, SGEA Official, the Tournament Organiser or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.
- 9.5.9. **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.
- 9.5.10. **Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the Tournament Organiser or the SGEA Officials.
- 9.5.11. **Match-Fixing.** No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and 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 Tournament Rules, that Team Member must immediately report this request to the Tournament Organiser.
- 9.5.12. **Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organiser. If the documentation is not completed to the standards set by the Tournament Organiser, then a Team may be subject to sanctions.
- 9.5.13. **Term of Use.** Any conduct that (i) violates the Terms of Use for VALORANT; (ii) violates any guidelines, or any policy posted on the official websites or social media accounts for VALORANT; or (iii) interferes with use of VALORANT by others is prohibited and a violation of these Tournament Rules.

9.6. General Subjection to Penalty

- 9.6.1. **Investigations by the Tournament Organiser.** The Tournament Organiser will have the right to monitor compliance with these Tournament Rules and the Registration Rules and investigate possible breaches. By agreeing to these Tournament Rules, each Team Member agrees to cooperate with the Tournament Organiser in any internal or external investigation that the Tournament Organiser conducts relating to a suspected violation of these Tournament Rules, the Registration Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organiser and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.
- 9.6.2. **General Approach to Penalties.** Any person found to have engaged in or attempted to engage in any act that Riot believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of SGEA.
- a. Upon discovery of any Player committing any violations of the rules listed above, Competition officials may issue the following penalties as related to their competition:
- i. Verbal Warning(s)
 - ii. Fine(s) and/or Prize Forfeiture(s)
 - iii. Game Forfeiture(s)
 - iv. Match Forfeiture(s)
 - v. Suspension(s)
 - vi. Disqualification(s)
 - vii. Any combination of the above
- b. In addition to any penalties instituted by Competition officials, Riot may apply additional penalties at its sole and absolute discretion.
- 9.6.3. **Repeated Infractions.** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the #WCS SEA Community Tournament.
- 9.6.4. **Right to Publish.** SGEA, Riot and Tournament Organisers have the right to publish a declaration stating that a player has been penalized. Any player referenced in such declaration hereby waives any right of legal action stemming from the declaration against SGEA, Tournament Organiser or Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.
- 9.6.5. **Spirit of the Rules.**
- (A) Finality of Decisions
- a) All decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with Riot, the decisions of which are final. Riot decisions with respect to this Ruleset cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

(B) Rule Changes

- a) These rules may be amended, modified or supplemented by Riot, from time to time, in order to ensure fair play and the integrity of #WCS SEA Community Tournament.

(C) Best Interests of Riot Games

- a) Riot officials at all times may act with the necessary authority to preserve the best interests of the Riot Games. This power is not constrained by the lack of any specific language in this document. Riot officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of Riot Games.

9.7. Grant of Rights by Team Members

Each Team Member hereby grants SGEA, RGI, the Tournament Organiser and their respective affiliates permission to live-stream, broadcast or record his or her play of VALORANT at any Tournament or part thereof. Each Team Member hereby further grants to SGEA, RGI and the Tournament Organiser a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, 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 (i) the broadcast or streaming of any coverage of all or any part of a Tournament; (ii) the marketing and promotion of the #WCS SEA Community Tournament or any Tournament or part thereof; and (iii) the marketing and promotion of VALORANT.

9.8. Ownership of VALORANT Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of a Tournament are owned by SGEA, RGI or its licensors. 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.

9.9. Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to SGEA, RGI or the Tournament Organiser with respect to the operation of, or improvements for, the #WCS SEA Community Tournament, a Tournament or VALORANT. 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 SGEA, RGI or the Tournament Organiser. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by SGEA and/or RGI, SGEA and/ or RGI shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, entirely without obligation or restriction of any kind on account of intellectual property rights or otherwise.

10. LIMITATIONS OF LIABILITY

10.1. No Punitive Damages

To the maximum extent permitted by applicable law, RGI, SGEA, and the Tournament Organiser nor any of their respective affiliates or licensors (collectively, the “**RGI 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 Tournament Rules, the Registration Rules, the #WCS SEA Community Tournament, any Tournament or VALORANT, or the delay or inability to use or lack of functionality of VALORANT, even if a RGI Party is at fault and even if a RGI Party has been advised of the possibility of such damages.

10.2. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the RGI Parties arising out of or in connection with these Tournament Rules, the Registration Rules, the #WCS SEA Community Tournament, any Tournament and VALORANT will be limited to a Team Member’s direct 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. RGI neither assumes, nor authorizes the Tournament Organiser or any other person or entity to assume on RGI’s behalf, any liabilities in addition to those liabilities expressly set forth in this Section 9.2.

11. INTERPRETATION AND CONSTRUCTION

11.1. Tournament Organiser's Right of Interpretation

Any matters relating to the #WCS SEA Community Tournament or VALORANT that are not covered by these Tournament Rules or the Registration Rules shall be subject to an interpretation made by the Tournament Organiser and provided to the Teams from time to time in the form of an update to, or interpretation of, these Tournament Rules or the Registration Rules.

11.2. Additional Terms

Players may be required to accept additional terms from the SGEA and/or the Tournament Organiser in order to participate in Tournaments. RGI will collect, store and use a player's personal information in accordance with the Privacy Policy for VALORANT in effect for the player's Region. Play of VALORANT is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player's Region. RGI reserves the right to change or update these Tournament Rules or the Registration Rules at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

11.3. Business Judgment

Whenever these Tournament Rules or the Registration Rules grant, confer or reserve to SGEA, RGI or the Tournament Organiser 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 SGEA, RGI and the Tournament Organiser 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 SGEA, RGI and the Tournament Organiser and the short and long term interests of the #WCS SEA Community Tournament, VALORANT and the businesses and activities of the affiliates and group companies of RGI and the Tournament Organiser. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that SGEA, RGI, the Tournament Organiser or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Tournament Rules or the Registration Rules.

11.4. Conflicts

In the event of a conflict in interpretation between these Tournament Rules and the Registration Rules, these Tournament Rules shall control.

APPENDIX 1 - GLOSSARY OF TERMS

“Tournament” means the #WCS SEA Community Tournament

“Tournament Officials” means the officials, referees and administrators designated by the Tournament Organiser to operate a Tournament.

“Tournament Rules” means (i) these VALORANT #WCS SEA Community Tournament Rules, including the General Terms and each Appendix attached hereto; and (ii) any updates, amendments or supplements to the foregoing.

“Match”: A map or set of maps that are played until one team wins a majority of the total maps (e.g., winning two maps out of three (“Best of Three”);

“Map”: A set of rounds that is played until one team wins 13 rounds.

“Round”: An instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated
- Team forfeit

“Tournament Organisers”: A person or group of persons that organise a sanctioned VALORANT event.

“Team Member”: A Team Captain, Player or Substitute of a team.

“Feedback” means suggestions, comments or other feedback.

“Media Event” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by RGI or the Tournament Organiser in connection with the marketing and promotion of the #WCS20 SEA Community Tournament and/or VALORANT.

“Online Event” means any online Tournament

“RGI” means Riot Games Inc.

“RGI Parties” means RGI, the Tournament Organiser or any their respective affiliates or licensors.

“Registration Rules” means the the #WCS20 SEA Community Tournament Registration Procedures and Rules, including any updates, amendments or supplements thereto.

“Represented Country” means the country which a team has chosen to represent.

“Starter” means the five players in a Team’s starting lineup.

“Substitute” means up to one substitute player on a Team’s roster.

“Team” has the meaning specified in the Background and Purpose section above and includes the five-Starters and Substitute that participates in the #WCS SEA Community Tournament.

“Team Captain” means the Team player designated as captain when completing the online registration process.

“**Team Members**” means each Team’s Captain, Players and Substitute.

“**Tournament**” means any #WCS SEA Community Tournament match, game or event.

“**Tournament Game**” means an instance of competition of VALORANT that is played until all but one participating Team is eliminated or disqualified.

“**Tournament Organiser**” means any third-party tournament Organiser designated by RGI to operate a Tournament

END
