



COA VI

(Call of the Abyss VI)

Global Finals

Tournament Rules

Introduction:

The Identity V COA VI (Call of the Abyss VI) Global Finals Tournament Rules (hereinafter referred to as the "Rules") are applicable to each club that has qualified for the Call of the Abyss VI (COA VI) Global Finals, including club players and other staff. This Code of Conduct only applies to Identity V Call of the Abyss VI Global Finals, Group Stage, and Elimination Stage, and not to other competitions, championships, or other organized Identity V events.

These rules are to establish a complete system and standard operation for Call of the Abyss VI and ensure fair competition. Standardized rules will benefit all participants of the Call of the Abyss VI (COA VI) Global Finals, including, but not limited to players, clubs, etc.

These Rules have been formulated and implemented by NetEase Hangzhou Network Co. Ltd., the Organizer and proprietor of the event. NetEase Hangzhou Network Co. Ltd., hereinafter referred to as the "Organizer," will exercise its rights on behalf of the Competition Organizing Committee and fulfill all relevant obligations.

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I. Schedule and Definition of Terms

1. Definition of Terms

1.1. Game

"Game" refers to the Diary Deduction of a map in the Identity V mobile game, concluding when either of the following results is reached: 1) the Hunter wins, 2) the Survivors win, 3) a draw.

1.2. Match

A "match" refers to the process where players compete in a series of games: One game consists of two halves, and one match consists of several games, depending on whether it's a best of three matches (B03) or a best of five matches (B05).

1.3. Best of Three Match (B03)

A best of three matches means the club that achieves better results over three games wins. Once a club achieves a conclusive victory, there is no need to play the remaining games.

1.4. Best of Five Match (B05)

A best of five matches means the club that achieves better results over five games wins. Once a club achieves a conclusive victory, there is no need to play the remaining games.

2. Competition Schedule

2.1. Group Stage

- 1) Event Period: April 7, 2023 to April 18, 2023 (10 competition days)
- 2) Schedule:

2023. April						
Mon	Tue	Wed	Thur	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
				Global Finals-Group Stage		
10	11	12	13	14	15	16
Group Stage				Global Finals-Group Stage		
17	18(Draw)	19	20	21	22	23
Group Stage						

2.2. Elimination Stage

- 1) Event Period: April 30, 2023 to May 3, 2023 (4 competition days)
- 2) Schedule:

2023 May						
Mon	Tue	Wed	Thur	Fri	Sat	Sun
24	25	26	27	28	29	30
						Elimination Stage
1	2	3	4	5	6	7
Global Finals-Elimination Stage						

3. Prizes

Total Prize Pool: CNY 4,000,000 (tax included)

Placings	Prize (CNY, tax included)
Champion	1,700,000
Runner-Up	520,000
Third-Fourth Place	270,000
Fifth to eighth Place	150,000
Ninth to Twelfth Place	90,000
Thirteenth to Sixteenth Place	45,000
Seventeenth to Twentieth Place	25,000

Clubs can freely distribute the bonuses they get. Assignable personnel include club, club players, coaches, and club staff.

II. Participation Requirements

4. Player

4.1. Age and Nationality

1) Chinese Mainland

Players must be at least 18 years old. Players from the People's Republic of China (Chinese Mainland) under the age of 18 are prohibited from participating in the Global Finals in other regions.

For clubs from the Chinese Mainland, only 1 member shall not be citizens of the People's Republic of China (Chinese Mainland) or bearers of the Foreigner's Permanent Residence Card. The rest of members need to be citizens of the People's Republic of China (Chinese Mainland) or bearers of the Foreigner's Permanent Residence Card, and all Players are required to meet the age requirement of the Chinese Mainland region mentioned above.

2) Japan

Japanese players who are 18 years old or above may freely register for the competition. Players under the age of 18 but over the age of 16 may register with

a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

Only 1 member in a club from Japan shall not be citizens or permanent residents of Japan and the rest of members need to be citizens or permanent residents of Japan.

3) Republic of Korea

Korean players who are 19 years old or above may freely register for the competition. Players under the age of 19 but over the age of 16 may register with a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

Only 1 member in a club from Republic of Korea shall not be citizens or permanent residents of Republic of Korea and the rest of members need to be citizens or permanent residents of Republic of Korea.

4) NA-EU

Players who are 18 years old or above may freely register for the competition. Players under the age of 18 but over the age of 16 may register with a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

Only 1 member in a club from NAEU shall not be citizens or permanent residents of NAEU and the rest of members need to be citizens or permanent residents of NAEU

5) Southeast Asia

Players who are 18 years old or above may freely register for the competition. Players under the age of 18 but over the age of 16 may register with a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

Only 1 member in a club from Southeast Asia shall not be citizens or permanent residents of Southeast Asia and the rest of members need to be citizens or permanent residents of Southeast Asia

6) HK & MO & TW

Players who are 18 years old or above may freely register for the competition. Players under the age of 18 but over the age of 16 may register with a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

Only 1 member in a club from Hong Kong, Macao, or Taiwan shall not have the Identity Card or the Permanent Residence Permit from Hong Kong, Macao, or Taiwan

region and the rest of members need to have the Identity Card or the Permanent Residence Permit from Hong Kong, Macao, or Taiwan region

4.2. Requirements for Coaches to Participate

The head coach of the club is the person in charge of the club's training, who assists players in making decisions during the selection/banning phase during the game, and has completed the coach application procedures with the official. The coach must meet the age requirements of the participating region. Without official permission, the coach is not allowed to hold any position in other clubs at the same time. The coach does not have the right to decide the outcome of any game process.

Coaches need to go on stage and use competition equipment under the guidance of official staff, and it is strictly forbidden to act without permission. If the requirements are not followed, the official has the right to impose additional penalties, including but not limited to fines, forced departure, disqualification, etc.

4.3. Club Staff

The Clubs belong to IVL and IJL, the club staff is the manager authorized by the club to sign the relevant agreement with the alliance. The manager is responsible for the specific operations of the club, and on behalf of the club to communicate with the official. The competition organizing committee will evaluate, judge, notify, rule, decide, and punish based on the information provided by the club manager. Managers are not allowed to hold any position in other clubs at the same time. Managers are strictly prohibited from appearing in the competition area without permission. If the requirements are not followed, the official has the right to impose additional penalties, including but not limited to fines, forced departure, disqualification, etc.

Except for clubs affiliated with the IVL and IJL alliances, the organizing committee will evaluate, judge, notify, rule, decide, and punish based on the information provided by the club captain.

4.4. Player Names

Player names must not contain: Elements pertaining to vulgarity, pornography, terrorism, violence, gambling, or other content that violates the laws, regulations, policies, public order, and morality of the People's Republic of China and/or content related to in-game elements of Identity V. The player nickname includes Player Nickname and Player Match ID.

Players can choose a name consisting of 4-14 characters. The overall format will be "club name + personal name." The characters used must be English letters or numbers from 0 to 9. No other characters are allowed.

Example: ABC_reference

4.5. True Player Information

Players must ensure that they are participating in person and the personal information submitted to the Organizer is true. Players are prohibited from providing false personal information, account information, or other information. Club staff must ensure that the personal information submitted by the club's players is their own valid information.

Suppose players are found to have provided false information. In that case, the Organizer reserves the right to impose penalties on the player and the player's club, including, but not limited to disqualification, pursuing a legal claim, and revoking the clubs' competition results (including their previous and current placings, prizes, and rewards, among others).

5. Clubs

5.1. Club Qualifications

A total of 20 clubs will participate in the Global Finals.

9 clubs from the Chinese Mainland, 1 club from HK & MO & TW, 5 clubs from Japan, 1 club from the Republic of Korea, 2 Clubs from Southeast Asia, and 2 Club from NA-EU.

5.2. Club Names

Club names must not contain: Elements pertaining to vulgarity, pornography, terrorism, violence, gambling, or other content that violates the laws, regulations, policies, public order, and morality of the People's Republic of China or content related to in-game elements of Identity V.

Clubs can choose a name consisting of 2-6 characters. The characters used must be English letters or numbers from 0 to 9. No other characters are allowed.

III. Lineup

6. Participants

6.1. Club Roster

During the tournament, each club is required to have at least five players and up to seven players. The roster consists of one captain and four to six players.

6.2. Personnel

The roster must consist of five starters and up to two substitutes. Starting lineup must consist of four Survivor players and one Hunter player. All members on the roster on the competition day cannot be changed. During the COAVI Global finals, players are forbidden to change the faction unless special circumstance.

6.3. Roster Submission

Before the match begins, the club staff must submit its roster to the Competition Organizing Committee via official channels within the designated timeframe (before 22:00 on the day before the match), with at least five starters and up to two substitutes on it. If more than one roster is submitted, the roster sent closest to the deadline shall prevail. Rosters submitted after the deadline will be regarded as invalid. If no roster is submitted within the specified timeframe, the Organizer will register the club's starting roster from the previous game.

Please submit the roster before the deadline to:
COA_Committee@service.netease.com

7. Substitutions

Any change, submission, and substitution of the roster shall be subject to the version submitted by the club captain and club staff, coach or management staff.

7.1. Roster Replacement

During the competition, clubs can replace their rosters for the following day via contacting the Competition Organizing Committee through official channels within the designated timeframe, according to article 6.3 hereof. If no request has been received within the time limit, it shall be deemed that there are no changes to the roster.

Please submit the roster before the deadline to:
COA_Committee@service.netease.com

7.2. Emergency Substitution

If there is an emergency and it is necessary to propose a roster replacement after the specified time, the team must promptly notify the official and submit sufficient proof. The official will determine whether it is an emergency based on the proof, and has the right to check whether the proof provided by the team is true. If the application is submitted too late, the official will not be able to make reasonable arrangements for the new players going to the competition. In the end, the Competition Organizing Committee will decide to approve or reject the application based on the proof and the actual situation.

7.3. Substitution During a Match

Clubs have 3 minutes to decide their substitution after a game. 2 chances for Hunter player substitution and 2 chances for Survivor player substitution are allowed in a single match (B03 or B05). The final outcome will be determined by the

club's decision during the substitution phase.

In case of special circumstances, the Competition Organizing Committee has the right to make the final decision.

IV. Competition Format

8. Group Stage

8.1. Format

In the Global Finals' Group Stage, 20 clubs will be divided into 4 groups to play B03 round-robin matches. The 1st club in every group will enter the second round of the elimination stage and compete in the quarterfinals. Every group's 2nd and 3rd place clubs will enter the first round of the Elimination Stage to compete for the 4 remaining openings in the quarterfinals. The 4th and 5th place clubs in every group will be eliminated.

The groups will be decided by the referee via the drawing of lots. The lots for all 20 clubs will be placed into their groups according to the order in which they're drawn (1-20). The groups are decided as follows:

A Group	
A1	
A2	
A3	
A4	
A5	

B Group	
B1	
B2	
B3	
B4	
B5	

C Group	
C1	
C2	
C3	
C4	
C5	

D Group	
D1	
D2	
D3	
D4	
D5	

8.2. First Pick

During the Group Stage, the right to first pick in every round will be decided by the club captains and staff of both clubs by drawing lots.

8.3. Placing Rules

Placings in the Group Stage of the Global Finals will be determined in the order of wins, win-loss ratio, net wins, average points, draws, and average decoding progress.

Note:

Net Wins: Wins - Losses.

Average Points: Average Survivor points + average Hunter points.

Draws: Draws in a losing match - draws in a winning match.

Average decoding progress: The average of the total decoding progress from every game, subject to the actual real-time decoding progress when the game ends.

The outcome of additional rounds in the Group Stage will only affect the number of wins, and it won't be considered in the other criteria for placing.

8.3.1. Two Clubs with a Similar Placing

If 2 clubs have a similar placing, they will be placed based on the following rules:

A comparison of the matches between the two clubs will be used, and the winning club will be placed higher.

8.3.2. Three Clubs with a Similar Placing

If 3 clubs have a similar placing, they will be placed based on the following rules:

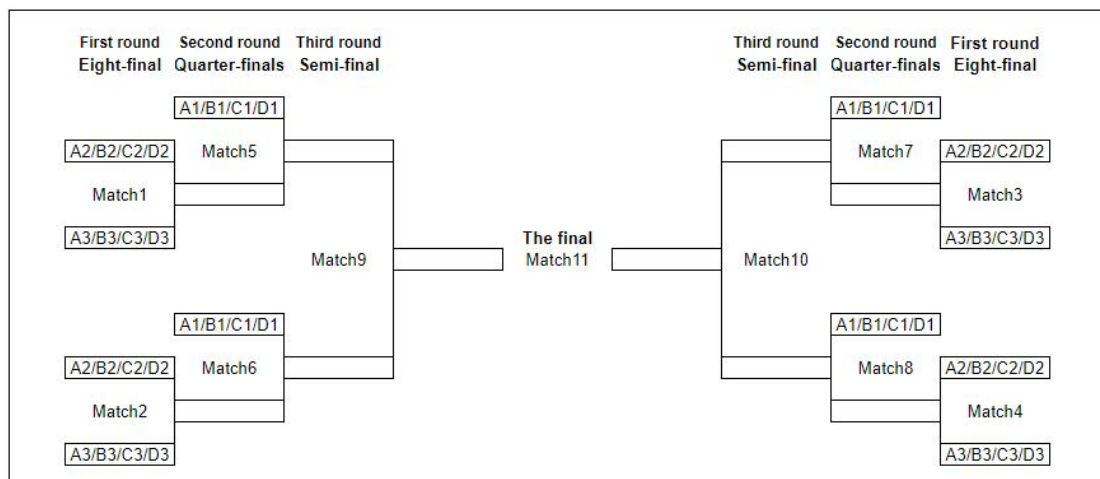
- (a) The net points of all 3 clubs will be considered first, and the club with the higher net points will be placed higher.
- (b) If net points are similar, a comparison of average points will be used, and the club with the higher average points will be placed higher.
- (c) If average points are similar, a comparison of draws will be used, and the club with a better draw record will be placed higher.
- (d) If both clubs share the same draws, a comparison of average decoding progress will be used, and the club with higher average decoding progress will be placed higher.

9. Elimination Stage

9.1. Format

This phase consists of 12 clubs. Every group's 2nd and 3rd place clubs will enter the first round of the Elimination Stage to compete for the 4 remaining openings in the quarterfinals. The 1st club in every group will enter the second round of the Elimination Stage and compete against the Elimination Stage's first-round winners. The format will be single-elimination knockout. B03 for the first and the second round and B05 for the rest.

The 1st, 2nd, 3rd place club in the Group Stage of the Global Finals will be decided by the referee via the drawing of lots. The three Clubs in each group are not from the same group in the group stage



9.2. Match Advantage

The clubs placed 2nd in the Group Stage are granted the right to first pick in the first round of the Elimination Stage. The clubs placed 1st in the Group Stage will similarly be granted the right to first pick the map in the second round of the Elimination Stage. As for the semi-final match and championship match, the right to first pick will be decided by way of drawing lots or other methods.

10. Banning & Picking Rules

10.1. Substitution, Map, and Faction Selection Rules

1) Substitution Rules

The first game must be played by the club's starting lineup. Refer to article 6.2 for the rules on starting lineups.

Substitutions can be made from game 2. Refer to article 7.3 for the substitution limit.

2) Map Banning and Selection Rules

- a) The map for the first and second half of a game must remain the same.
- b) Match Maps: Arms Factory, Red Church, Sacred Heart Hospital, Lakeside Village, Moon River Park, Leo's Memory, Eversleeping Town, and Chinatown.
- c) Selection limitation: Clubs are not allowed to select a map that has already been selected during the same match. Banned maps can be selected or banned again during the same match.

3) Selection Right Rules

The club with the priority right to pick (refers to club A), opposing club (refers to club B). And Selection consists of 4 stages. ① Player Swap ② Map Banning Map Selection Faction Selection

Specific Selection Rules as follows.

- a. First game
 - the club B pick the banned map
 - the club A pick the map
 - the club B pick the faction order.
- b. Second game
 - Clubs can swap the players
 - the club A pick the banned map
 - the club B pick the map
 - the club A pick the faction order.
- c. Third game
 - Clubs can swap the players
 - the club A pick the map
 - the club B pick the faction order
- d. Forth game/ Third game overtime
 - Clubs can swap the players
 - the club B pick the map
 - the club A pick the faction order
- e. Fifth game
 - Clubs can swap the players
 - the club B pick the map
 - the club A pick the faction order
- f. Fifth game overtime
 - Clubs can swap the players
 - the club B pick the map
 - the club A pick the faction order

10.2. Character Ban & Pick, Talent pick, Position pick Rules.

1)The Ban & Pick Sequence consists of 14 phases, please check the following details

- ① Hunter banning phase 1: Hunter ban Survivor
- ② Survivor banning phase: Survivor ban Hunter
- ③ Survivor selection phase 1: Survivor select 2 Survivor Characters
- ④ Hunter banning phase 2: Hunter bans 2 Survivor Characters.
- ⑤ Survivor selection phase 2: Survivor select 1 Survivor Character

- ⑥ Hunter banning phase 3: Hunter bans 1 Survivor Character
- ⑦ Survivor selection phase 3: Survivor select 1 Survivor Character
- ⑧ Survivors confirm Survivor Characters
- ⑨ Survivors pick talent
- ⑩ Hunter selection phase: Hunter selects 1 Hunter Character
- ⑪ Hunter picks talent
- ⑫ Survivors Picks Spawn Point
- ⑬ Hunter picks Spawn Point
- ⑭ Survivors and Hunter show the Spawn Point

2) Numbers of Ban & Pick:

The numbers of Ban & Pick corresponding to each game and Ban & Pick phase are as follows:

Game	Ban & Pick Phase (Corresponding Bans & Picks)							
	Hunter Banning Phase 1	Survivor Banning Phase	Survivor Picking Phase 1	Hunter Banning Phase 2	Survivor Picking Phase 2	Hunter Banning Phase 3	Survivor Picking Phase 3	Hunter Picking Phase
	Game 1	1	0	2	2	1	1	1
Game 2	2	1	2	2	1	1	1	1
Game 3 and overtime	3	2	2	2	1	1	1	1
Game 4	4	3	2	2	1	1	1	1
Game 5 and overtime	4	3	2	2	1	1	1	1

Note:

The first and second half of each game require players to re-ban characters. During each half-game's Ban & Pick phases, the order in which Survivor characters are assigned does not necessarily correspond to players' seating arrangement or their positions in the in-game room. After four Survivor characters are selected, Survivors can decide the character they will each play in the game.

The number of bans in a B03 tiebreaker is the same as the number of bans in the third game, and the number of bans in a B05 tiebreaker is the same as the number of bans in the fifth game.

3) Competition Bans:

The Organizer will announce pre-banned characters from time to time. Pre-banned characters will not be included in the list of banned characters.

11. Points Rules

11.1. Competition Points Rules

In each game, clubs will obtain points according to the following rules:

Points Rules		Points	
		Survivors	Hunters
Escapes	0	0	5
	1	1	3
	2	2	2
	3	3	1
	4	5	0

The condition for determining the outcome of each game is the sum of points from the first and second half. The club with the higher points will be the winner and vice versa. Clubs will be awarded a draw if their points are the same.

12. Victory & Defeat Rules

- 1) In B03 matches, a match ends if a club wins the first 2 games. Otherwise, the match will continue.
- 2) In B05 matches, a match ends if a club wins the first 3 games, or wins 3 games and draws 1 game/wins 2 games and draws 2 games in the first 4 games. Otherwise, the match will continue.
- 3) In the Elimination Stage, if a winner is decided before the match is completed, the remaining games don't have to be played, and the match ends immediately.

The details of B03 matches are as follows:

I. When a club has 1 win, 1 draw, 0 losses, it gets 5 points in the first half of game 3.

II. When a club has 1 win, 0 draws, 1 loss, it gets more than 5 points by the end of the first half of game 3.

The details of B05 matches are as follows:

- I. When a club has 2 wins, 1 draw, 0 losses, it gets 5 points in the first

half of game 4.

II. When a club has 2 wins, 1 draw, 1 loss, it gets more than 15 points by the end of the first half of game 4.

III. When a club has 1 win and 3 draws, it gets 5 points in the first half of game 5.

IV. When a club has 1 win, 3 draws, it gets 5 points by the end of the first half of game 5.

V. When a club has 1 win, 2 draws, 1 loss, it gets 5 points by the end of the first half of game 5.

4) Tiebreaker Rules

1) In the case of a tie (such as 1 win, 1 draw, and 1 loss), priority will be given to the club with the higher total points.

2) If the total points remain the same, an extra game will be played. The winner will be determined according to the points of both sides.

3) If both clubs still have the same points in the additional match, the first deciding factor is to look at both clubs' escapes during their rounds as Survivors: 1) If at least one of the Survivors escaped, the Survivor's match duration of both clubs is used as the basis for deciding the winning club. The club with the fastest time wins; 2) if neither club escaped as a Survivor, the Hunter's match duration is used as the basis for deciding the winning club. The club with the fastest time wins.

Note: Screenshots of Hunter's records will be used as the basis of tiebreaker metrics.

V. Competition Rules

13. Game Version & Server

13.1. Accounts

The Organizer will provide players with accounts for the match server. Players need to set up their accounts according to their reported personal information and in-game preferences. Account names must be approved by the Organizer before they can be used in the official matches.

The competition accounts belong to the Organizer, all players must not sell accounts or change account passwords, otherwise they will be punished.

13.2. Match Server

All matches will take place on a specific tournament server, and the Organizer will specify the version of the game used in the tournament.

13.3. Competition Server Selection

During the tournament, the server node will be selected according to the region of the competing participants.

The following is the arrangements of the competing nodes for each region, which may be adjusted by the Organizer according to the actual situation:

Region	Chinese Mainland	HK & MO & TW	Japan	Republic of Korea	Southeast Asia	NA-EU
Chinese Mainland	Hangzhou/Guangzhou	Hangzhou/Guangzhou	Hangzhou	Hangzhou	Guangzhou	Japan
HK & MO & TW	Hangzhou		Hangzhou	Hangzhou	Guangzhou	Japan
Japan	Hangzhou/Guangzhou	Hangzhou	Japan	Japan	Guangzhou	United States
Republic of Korea	Hangzhou	Hangzhou	Japan		Guangzhou	United States
Southeast Asia	Guangzhou	Guangzhou	Guangzhou	Guangzhou	Singapore	Japan
NA-EU	Japan	Japan	United States	United States	Japan	

14. Competition Devices

14.1. Online Devices and Network

During the online competition, players need to bring their own competition devices and must use finger touch screens to control the devices (computers, simulators or other external devices are strictly prohibited), and provide their own network during the competition.

14.2. Online Voice Chat

In order for the event to proceed normally and orderly, players need to use the officially designated software for voice chat communication. Communication must be carried out under the supervision of the referee all the time.

14.3. Online competition monitoring

In order to ensure the fairness of the event, players need to cooperate with the official to prepare corresponding monitoring equipment or software, including but not limited to cameras, video monitoring software, voice monitoring software, etc. Players need to cooperate with the official event monitoring process, including but not limited to pre-match verification, in-match monitoring, post-match verification, etc. If the player fails to monitor the game according to the official requirements, the official has the right to punish the player, including but not

limited to canceling the right to choose pictures, disqualifying the game, etc., and the official will have the right to withdraw the team's game results, including past stages And the rankings, qualifications, bonuses, in-game rewards, etc. obtained at this stage.

14. 4. Provided Devices

Players shall use the devices provided by the Organizer throughout the tournament. Devices include:

- (1) Mobile phones (iPhone 13) and cables;
- (2) Headsets, earphones, or microphones;
- (3) Desks and chairs.

14. 5. Replacing Devices

Should a technical issue or any other issue arise, which may affect a player's ability to participate and compete in the tournament, the player or the Organizer has the right to request a technical inspection of such issue. The Organizer's technical personnel will inspect and determine any faults, and relay their inspection results and suggestions to the Organizer. The Organizer will assess any issues with the devices and has the right to decide whether to replace them. Replacement devices will be provided by the Organizer.

14. 6. Voice Chat

Players can only chat through headsets provided by the Organizer and can only use the internal system to engage in voice chat. Unless the Organizer decides to change voice chat methods due to special circumstances, players are not allowed to use any third-party voice chat software. The Organizer may exercise the right to monitor club voice chat in all matches.

14. 7. Audio Settings

The controls will clearly display the current volume setting of the player's headset. The Organizer requires players to keep the volume higher than the official minimum setting.

Players must wear headsets over their ears directly and keep them in the same position throughout the match. Players are in no way allowed to place anything between their headsets and their ears.

14. 8. Special Circumstances

Due to force majeure if the players cannot attend the offline event. They can participate in the competition remotely, with the consent of the Organizer. During the competition, players must use their own touch-screen devices (computers/laptops

or emulators are strictly prohibited) and are responsible for maintaining their Internet connection, monitoring equipment, and computer equipment required for the substitution, map selection, and faction selection phases during the competition.

To ensure the orderly operation of the tournament, players must use the software designated by the Organizer for communication. Communication must be carried out under the supervision of the referee.

15. Competition Apparel

Players shall strictly abide by the officially notified tournament dress code. Players shall wear official uniforms approved by the Organizer on official occasions (including interviews before, during, and after the matches). If a player wears an outer garment or any clothing that does not conform to the official dress code during the tournament, the Organizer has the right to investigate the matter and administer any relevant punishments. The Organizer shall have the final say on all club clothing matters.

Coaches shall strictly abide by the officially notified tournament dress code and must wear business casual attire or the standard attire mentioned above during broadcasts.

16. Tournament Procedure

16.1. Before the Competition

16.1.1. Arriving at the Venue/Logging In

Club members on the roster must arrive at the venue within the officially stipulated timeframe, and clubs are obliged to cooperate with the Organizer on promotion events.

Players who participate in the tournament remotely must log in to the game within the officially stipulated timeframe.

16.1.2. Pre-competition Testing

Once players arrive at the venue, the Organizer's staff will make arrangements for the players to enter the competition area and complete a pre-competition test. The test includes but is not limited to device tests, communication equipment tests, and in-game warm-ups.

Remote participants must complete the test 15 minutes before the start of the match and inform the referee when they are ready to compete. The test includes but is not limited to device tests, network tests, communication equipment tests, and in-game warm-ups. If the player's testing time exceeds the specified time allowance,

the referee has the right to demand the player conclude the test immediately and prepare to enter the game.

16.1.3. Technical Support

The Organizer will assist with the testing process and resolve problems encountered by in-person participants during pre-competition testing.

16.1.4. Substitution, Map, and Faction Selection Rules

Players and other clubs staff must complete substitution, map selection, and faction selection according to the referee's instructions within the specified time. This process will be completed on a web page on a computer. Clubs must follow the referee's instructions and complete the selection process in every phase within the specified time.

If a club fails to complete the selection within the specified time, or if players, coaches, or the club itself causes empty bans, empty selections, incorrect picks, or other similar circumstances, the game will proceed normally. The default for each phase is as follows:

Phase	Default Selection
Substitution Phase	No Substitution
Map Banning Phase	Banning Right Waived
Map Selection Phase	Pick a random map
Faction Selection Phase	Random Faction

If players are unable to conduct the Ban & Pick phase due to special circumstances such as networking and server failure at the venue, the Ban & Pick process will be restarted. The restart must be completed under the instruction of official staff throughout the process, and the Organizer reserves the right to decide whether the Ban & Pick phase should be restarted or not.

16.1.5. Preparation Time

The Organizer will give players up to 2 minutes to prepare and ensure they are fully ready before the match starts. The Organizer will inform participating Clubs and players of the preparation time as part of the full match schedule. Players are prohibited from leaving without the express permission of the referee and a member of the Organizer's staff. Preparations include the following:

- 1) Confirming the quality of devices provided by the Organizer.
- 2) Connecting devices and testing.
- 3) Confirming that the voice chat system functions properly.
- 4) Configuring Talents and Traits.

- 5) Adjusting in-game settings.
- 6) Performing in-game warm-ups.

16.1.6. Game Start Time

Once players are ready, the match will start according to the scheduled time. If any problem arises during the preparation period, the match may be delayed. Whether the circumstances of the situation are acceptable and whether the start time is delayed shall be decided by the Organizer. When deeming a delay unacceptable, the Organizer reserves the right to punish the player who caused the delay.

16.1.7. Ready Status

Once all players have confirmed with the Organizer that they are ready to compete, they will enter the ready state. Players need to return to the game's main interface and await the official invitation to join the game room. At this point, players are forbidden from setting up their devices or undertaking any other actions that hinder the competition's progress.

16.1.8. Game Room Creation

The Organizer will create a formal game room. After the test, players shall follow the instructions and enter the game room immediately.

16.2. Game Proceedings

16.2.1. Ban & Pick Process

Once all players enter the officially designated game room, the Organizer will confirm whether both clubs are ready to for the Ban & Pick Process. Once it has been confirmed that both clubs are ready, the Organizer will instruct the room owner to start the game.

16.2.2. Recording Ban & Pick

The character Ban & Pick process will be completed through the Custom Mode function on the match server. If Ban & Pick is completed under the official instructions before the preparation stage, the Organizer will record the Ban & Pick, and players shall compete according to the confirmed results of the Ban & Pick.

16.2.3. Incorrect Picks

During the in-game Ban & Pick phase, if players, coaches, or the club itself causes empty bans, empty selections, or incorrect picks, the game will proceed normally without restarting. This includes but is not limited to:

- 1) Missing Ban & Pick due to tactics discussion
- 2) Missing character Ban & Pick due to the overlong discussion
- 3) Incorrect Ban & Pick due to miscommunication or players' own fault

If players are unable to conduct the Ban & Pick phase due to special circumstances such as networking and server failure at the venue, the Ban & Pick process will be restarted. The restart must be completed under the instruction of official staff throughout the process, and the Organizer reserves the right to decide whether the Ban & Pick phase should be restarted or not.

16.2.4. Starting the Game After Ban & Pick

The game will start immediately after the Ban & Pick phase is completed unless the Organizer states otherwise. After the Ban & Pick phase is completed and before the deduction phase begins, players will not be allowed to quit the game.

16.2.5. Controlled Start

If the game starts in an erroneous state, or the Organizer decides to separate the Ban & Pick phase from the game, the game can be started in Custom Mode, and all players shall select characters according to the effective Ban & Pick prior to this.

16.2.6. Client Functionality Delay

If a game bug, disconnection, or any other technical difficulties interrupt the loading process, causing players to be unable to join the game after the game starts. In that case, the game must be suspended immediately until all the players have connected to the game.

16.2.7. Banned Game Settings

16.2.8. Others

If a player is unable to move or perform other operations due to game problems during the game, they can be suspended according to the rules.

16.3. Post-game Proceedings

16.3.1. Results

The Organizer must confirm and record the results of the game.

16.3.2. Technical Records

Any technical issues will be confirmed with the Organizer.

16.3.3. Rest Time

The Organizer will notify the players of the remaining time until the next match begins. The Ban & Pick phase will begin on time, even if all the members of a competing club aren't in the competition area. The Organizer has the right to log in any player and add them to the game room. If a clubs' members do not arrive at the competition area within the specified time, the Organizer reserves the right to deem the club to have forfeited.

16.3.4. Forfeits

The organizing committee forbids the club to voluntarily forfeit. If the club

still insists on forfeits, please refer to the 20 of this rule for details on the result of forfeits.

16.4. Post-match Proceedings

16.4.1. Results

The Organizer shall confirm and record the match results and get a signed confirmation of the results from the players. Clubs playing in the live event must submit written confirmations through official communication channels.

16.4.2. Next Match

Players will be informed of their current placing and the scheduled time of the next match.

16.4.3. Post-match Obligations

Players will be informed of all post-competition obligations, including but not limited to: Participating in media events, interviews, and any in-depth discussions on competition-related matters.

16.4.4. Contended Match Results

If a dispute arises during an ongoing match, the club staff and players must defer to the referee. If a player disagrees with the referee's ruling, they can appeal to the Organizer in accordance with appeal procedures. Players may appeal to the referee on duty within 3 minutes after each game. The referee and the Competition Organizing Committee reserves the right to reject any appeal made outside the time limit.

The Organizer will conduct a fair, impartial, and transparent investigation. During an official investigation, clubs and their players are forbidden from making public comments on the incident under investigation. The club and its players are not allowed to question other clubs or players publicly. Otherwise, penalties might be carried out.

Once the official results of an investigation are announced, the club and its players shall not object to the results and shall not publicly question any official decision.

Send appeals to: COA_Committee@service.netease.com

16.4.5. Forfeits

The organizing committee forbids the club to voluntarily forfeit. If the club still insists on forfeits, please refer to the 20 of this rule for details on the result of forfeits.

17. Pausing Rules

17.1. Pausing the Game

If a player needs to pause the game during the match, they can raise their hand or signal for the referee to pause the game via their communication device. If a player intentionally disconnects without notifying the Organizer or while the game is not paused, the Organizer is not obligated to forcibly suspend the game. During pause breaks or suspensions, players are not allowed to leave the competition area unless they have been approved by the Organizer.

17.2. Forced Pausing

The Organizer can pause the game at any time or request players to pause the game at its sole discretion.

17.3. Player Pauses

Every club has 1 chance in every match to pause the game for its players. Clubs explain the reasons for doing so to the Organizer after the pause. Acceptable reasons include but are not limited to:

- (1) Network failure.
- (2) Hardware or software problems.
- (3) Player health issues.

The Organizer will evaluate the reason provided and has the right to allow the pause or continue the match. The pause duration is subject to the referee's decision. If the game isn't resumed within the specified time or the number of allowed pauses is exceeded, the Organizer has the right to punish the player according to the Player Code of Conduct. It includes but is not limited to a warning, revoking the club's right to first pick, judging the game as a loss, etc.

17.4. Other Pauses

During the competition, if a pause is initiated due to force majeure beyond the control of the players, the Organizer has the right to decide (according to the actual situation) if the game should be paused.

17.5. Unpausing

Once all players have been informed and are ready to continue the game, spectators on the match server can resume the game.

18. Rematch Rules

18.1. Rematch Regulations

During the match, if an unexpected situation affects the fairness of the

competition or causes the game to stop, the Organizer reserves the right to decide whether the match should be restarted. This includes but is not limited to ruling to restart one or more tournament processes and restarting one or more games. The Organizer will decide according to the actual situation, and all clubs shall comply with the said decision.

18.2. Limits After Restarting

After the restart, the factions, map, characters, talent, spawn points, costumes must remain the same as those selected before. If the player modifies the above information without authorization in the restarted game, the Organizer will punish the player according to the actual situation, including but not limited to the loss of the game, disqualification, cancellation of rewards and rankings, etc.

19. Rules for Sudden Victory & Defeat

If a game is not played to the end for any reason, and the remaining games cannot change the match results, the Organizer has the right to decide the winning club directly.

20. Forfeiture

Identity V competition prohibits the club from voluntarily forfeiting from the game (forfeiting from the game, forfeiting midway through a game, forfeiting from the entire game, and forfeiting from the competition stage), as well as withdrawing from the game.

Depending on the situation, our officials will decide whether the club will lose half the game, the whole game and subsequent games and whether the club is allowed to continue to participate in the competitions related to Identity V and the club and its members will be scrutinized for subsequent punishments.

Based on the withdrawal of the club, our officials have the right to adjust the competition arrangement, including but not limited to adjusting the schedule and competition system, cancelling and voiding the results of the team, etc. Other participating teams must obey the official arrangement.

21. Referee

21.1. Referee Duties

The referee is an official member of staff responsible for judging the match-related problems, questions, and situations before, during, and immediately after matches, including, but not limited to:

- 1) Checking the clubs' lineup before the match.
- 2) Checking player devices and inspecting the competition area.
- 3) Announcing the start of games.
- 4) Initiating pausing/unpausing of games.
- 5) Punishing those who violate the rules of the game.
- 6) Confirm the end of each match and match results.

21.2. Referee Behavior

Throughout the tournament, referees are expected to behave professionally and make fair judgments. Referees must not show favoritism or prejudice toward any player, club, owner, or other individuals.

If an emergency arises during the matches, players shall obey the referee's instructions to continue or stop competing.

21.3. Final Rulings

If a club doubts any ruling, it can appeal through methods stated in 16.4.4. The Organizer reserves the right of final decision upon all rulings during the tournament.

22. Global Licensing

The Organizer has the right to take pictures, videos, and audio recordings of the event. Clubs should complete the confirmation of all procedures of the competition, including but not limited to Ban & Pick of the characters and maps, players rotation. The confirmation can be presented verbally or in writing. If a club does not complete the confirmation within the specified time, it is deemed to have authorized and agreed with the Organizer to make the decision on behalf of the club at its sole discretion, and the club should strictly conduct the decision.

VI. Competition Organizing Committee

23. Competition Organizing Committee Composition

The Competition Organizing Committee is composed of NetEase Games and Identity V project team members.

24. Amendments and Supplements

To ensure the fairness and integrity of the tournament, the Organizer has the right to amend, change, or supplement the Rules at any time, according to the actual situation. For any matters that have not been adequately specified or explained in

the Rules, the explanation from the Organizer or the other rules and conducts formulated by the Organizer shall prevail. The Organizer has the right to publish and implement amendments, changes, or supplements to the Rules above, as well as the interpretation and formulation of new rules via mail, online announcements, printed announcements, or any other appropriate method.

Should any conflict arise between the contents of communications with the Organizer and officially published rules, the official rules shall prevail.

25. Force Majeure

In the event of force majeure during the competition (including but not limited to natural disasters, such as typhoons, earthquakes, floods, hail; government actions; abnormal social incidents, etc.) that prevent the match from continuing, the final results of the match will be decided by the Organizer.

26. Livestream Copyrights

The Organizer owns all documents, images, and audio-visual materials related to the tournament. Unauthorized use by any group or individual is strictly prohibited, and violators will be prosecuted.

27. Final Decision

The Organizer reserves the final right of interpretation for all of the terms and conditions in the Rules as well as the punishment adjudication for misconduct.

I have carefully read and fully understood all of the terms and conditions above under the Tournament Rules, and hereby agree and promise to strictly abide by such terms and conditions. In the case of any violation, the Organizer has the right to punish and investigate the relevant liability according to the Tournament Rules.

Name of captain:

Club:

Signature and Fingerprint:

Date of Signature: