



COA VI
(Call of the Abyss VI)
Qualifiers
Tournament Rules

Introduction:

The "Identity VI: Call of the Abyss VI" Qualifiers 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) Qualifiers, including club players and other staff. These Rules only apply to the "Identity V: COA VI" Qualifiers. Other competitions, tournaments, or any other organized Identity V events are not applicable.

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) Qualifiers, 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 Online Qualifiers 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 it's a best of three match or a best of five match. The Qualifiers will be best of three matches.

1.3. Best of Three Match

A best of three match 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.

2. Online Qualifiers Schedule

2.1. Date:

- 1) Republic of Korea/NA-EU: February 17-19, 2023
- 2) Southeast Asia/HK & MO & TW: February 24-26, 2023
- 3) Japan: February 18, 2023 - March 5, 2023
- 4) Chinese Mainland: March 4, 2023 - March 26, 2023

2.2. Calendar:

2023.Feb						
Mon	Tue	Wed	Thur	Fri	Sat	Sun
	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
				NAEU/Republic of Korea Qualifer		
					Japan Qualifer	
20	21	22	23	24	25	26
				SEA/HMT Qualifer		
27	28				Japan Qualifer	
2023.March						
Mon	Tue	Wed	Thur	Fri	Sat	Sun
		1	2	3	4	5
					Chinese Mainland Qualifer	
				Japan Qualifer		
6	7	8	9	10	11	12
					Chinese Mainland Qualifer	
13	14	15	16	17	18	19
				Chinese Mainland Qualifer		
20	21	22	23	24	25	26
					Chinese Mainland Qualifer	
27	28	29				

II Participation Requirements

3. Player

3.1. Age and Nationality

1) Chinese Mainland

Players must be at least 18 years old. Chinese players (Chinese Mainland) under the age of 18 are prohibited from participating in the qualifiers of other tournament regions.

For clubs that participate in the Chinese Mainland Qualifiers, there can only be 1 member from the club participating in Chinese Mainland Qualifiers that is non-citizen of Chinese Mainland or bearers of the Foreigner's Permanent Residence Card. Non-Chinese players (Chinese Mainland) shall meet the age requirement for the Chinese Mainland region.

2) Japan

By the first competition day, Japanese players who are 18 years old or above may register the qualifiers at will. 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.

There can only be 1 member from the club participating in the Japan Qualifier that is a non-citizen or permanent resident of Japan.

3) Republic of Korea

By the first competition day, Republic of Korea players who are 19 years old or above may register the qualifiers at will. 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.

There can only be 1 member from the club participating in the Republic of Korea Qualifier that is a non-citizen or permanent resident of Republic of Korea.

4) NA-EU

By the first competition day, NA-EU players who are 18 years old or above may register the qualifiers at will. 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.

There can only be 1 member from the club participating in the NA-EU Qualifier that is a non-citizen or permanent resident of NA-EU.

5) Southeast Asia

By the first competition day, players representing the Southeast Asia region who are 18 years old or above may register the qualifiers at will. 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.

There can only be 1 member from the club participating in the Southeast Asia Qualifier that is a non-citizen or permanent resident of Southeast Asia

6) HK & MO & TW

By the first competition day, HK & MO & TW players who are 18 years old or above may register the qualifiers at will. 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.

There can only be 1 member from the club participating in the HK & MO & TW

Qualifiers shall not have the Identity Card or the Permanent Residence Permit of HK & MO & TW region.

3.2. 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.

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

3.3. Player Information

Players should ensure that they participate in the competition themselves, and ensure that the personal information submitted to the official is the true information of the players themselves. Players are not allowed to falsely report or falsify personal information, account information, etc. The club captain also needs to ensure that the information of the players in the club is owned by the players themselves and is true and valid. If a player misreports information or falsifies information, the official has the right to punish the player and the club, including but not limited to disqualification from the game, to pursue legal responsibility, etc., and the official has the right to withdraw the player and his club's obtained Competition results, including rankings, bonuses, and in-game rewards obtained in previous stages and this stage

4. Clubs

4.1. Club Qualifications

1) Chinese Mainland

8 clubs advanced from the preliminaries and 8 IVL clubs have obtained the qualification for the Chinese Mainland Qualifiers.

8 IVL clubs are ACT, FPX.ZQ, DOU5, Gr, GW, MRC, WBG, Reborn

8 clubs advanced from the preliminaries will be selected according to their rankings in the Binary Star phase. If any club is ineligible or waives its qualification for the qualifiers, the availability will be extended to the next club.

2) Japan

5 clubs from IJL and 7 clubs advanced from the preliminaries have obtained the qualification for the Japan Qualifiers.

5 IJL clubs are CG, RC, FL, AXZ, DAWN

After the Binary Star phase has concluded, the official will contact the top 7 clubs according to their rankings. If any club is ineligible or waives its qualification for the qualifiers, the availability will be extended to the next club.

3) Other Regions

After the Binary Star phase has concluded, Identity V will contact the Top 8 non-invited clubs in order of rankings and inquire about their willingness to participate in the Online Qualifiers. If any club waives or does not meet the requirements, the availability will be extended to the next club.

4.2. 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 and/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

5. Participants

5.1. 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.

5.2. Roster Submission and Changes

1) Each club must submit the roster and the required information before the designated date in their region.

Submission Deadline for Japan: Beijing Time (UTC+8) 18:00, February 2, 2023.

Submission Deadline for the Republic of Korea: Beijing Time (UTC+8) 18:00, February 2, 2023.

Submission Deadline for NA-EU: Beijing Time (UTC+8) 18:00, February 2, 2023.

Submission Deadline for Southeast Asia: Beijing Time (UTC+8) 18:00, February 2, 2023.

Submission Deadline for HK & MO & TW: Beijing Time (UTC+8) 18:00, February 2, 2023.

2) Before the regional qualifiers begin, each club may make 2 changes to its roster (adding/substituting a player is regarded as 1 change, removing is unrestricted). However, the clubs that can participate the Qualifier are not allowed to replace players each other. Exchanging players among the 8 advanced clubs is prohibited. The changed roster must meet the above requirements as well. Any changes to the roster must be submitted to the Competition Organizing Committee for review before the deadline. The Committee will decide whether to approve it within three working days after submission. If a club's final roster does not meet the requirement for the minimum number of players, its qualification will be extended to the next club.

5.3. Roster

The roster must consist of 5 starters and up to 2 substitutes. Starting lineup must consist of four Survivor players and one Hunter player. All members on the roster must indicate their factions. A player cannot switch factions between Hunter and Survivor within a single day's matches during COAVI.

5.4. Daily Roster Submission

Before the match begins, each club must submit its roster to the Competition Organizing Committee via official channels within the designated time (before 22:00(UTC+8) on the day before the match), with 5 starters and up to 2 substitutes. If more than one rosters are 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 time, the Organizer will register the club's starting roster from the previous game.

6. Substitutions

Any change, submission, and substitution of the roster shall be subject to the version submitted by the Club Captain.

6.1. Roster Replacement

During the qualifiers, clubs can replace their rosters for the following day via the official channel within the designated time, according to article 5.4 hereof. If no request has been received within the time limit, it shall be deemed that there are no changes to the roster.

6.2. Emergency Replacement

Where it is necessary to request changes to the roster after the specified time due to an emergency, the club must notify the Organizer promptly and submit

sufficient supporting evidence. The Organizer will review the evidence to determine whether the situation qualifies as an emergency and has the right to verify the veracity of the evidence provided by the club. If the application is submitted past the deadline, the Organizer will be unable to make proper arrangements for new players to participate in the tournament. The Competition Organizing Committee's ultimate decision will be made based on the supporting evidence provided and the actual situation.

6.3. In-match Substitution

Clubs can substitute their players after a game, and they must notify the referee within 3 minutes after the previous game and obtain permission. Each club has 2 chances for Hunter substitution and 2 chances for Survivor substitution in a single match (B03 or B05).

Before the Ban & Pick, the referee shall be properly informed of the substitution. If there is any special situation, the Competition Organizing Committee will make ultimate decision.

IV Competition Format

7. Non-Chinese Mainland Regions

7.1. Republic of Korea/HK & MO & TW/Southeast Asia

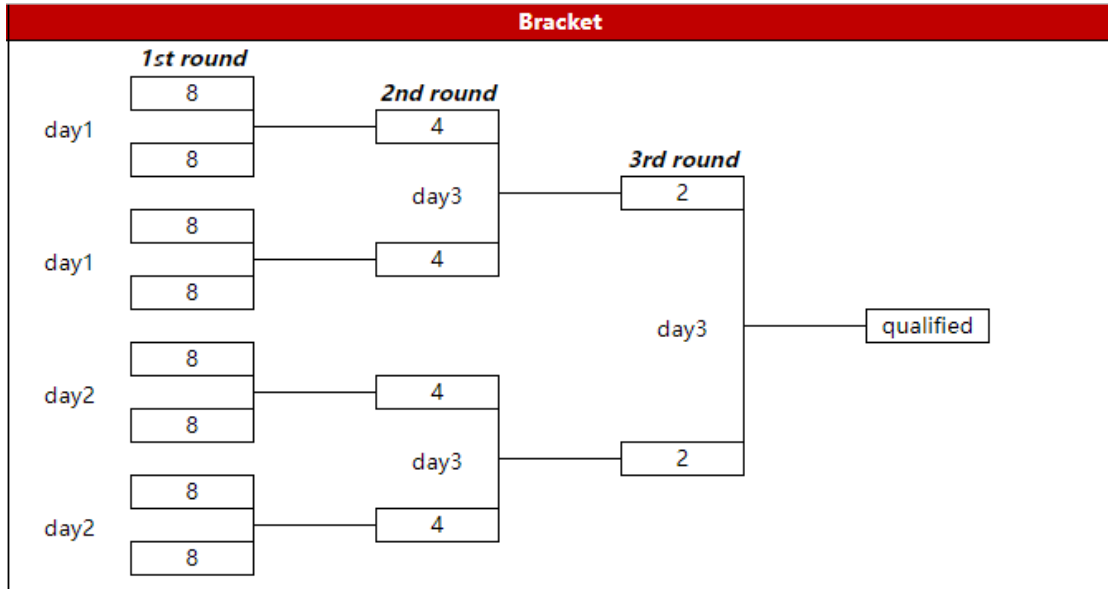
7.1.1. Tournament Date

Republic of Korea: February 17-19, 2023 (local time, 3 competition days).

HK & MO & TW/Southeast Asia: February 24-26, 2023 (local time, 3 competition days).

7.1.2. Format

The first-round matchups of the 8 clubs will be drawn by the referee. The format is B03 Single Elimination, and the winner will be advancing to the Global Finals. The map selection priority for each match will be determined by drawing lots.

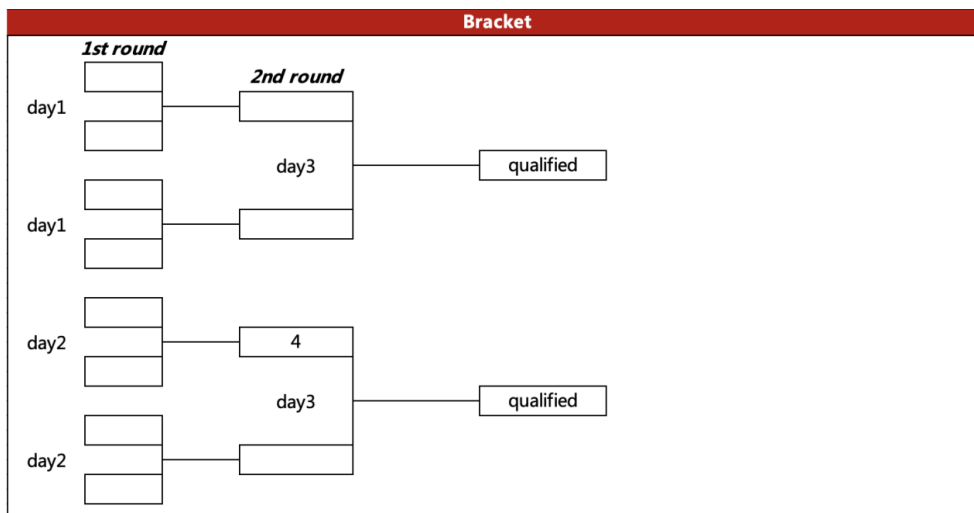


7.2. NA-EU

NA-EU: February 17-19, 2023 (local time, 3 competition days).

7.2.1 Format

The first-round matchups of the 8 clubs will be drawn by the referee. The format is B03 Single Elimination, and the 2 winners will be advancing to the Global Finals. The map selection priority for each match will be determined by drawing lots.



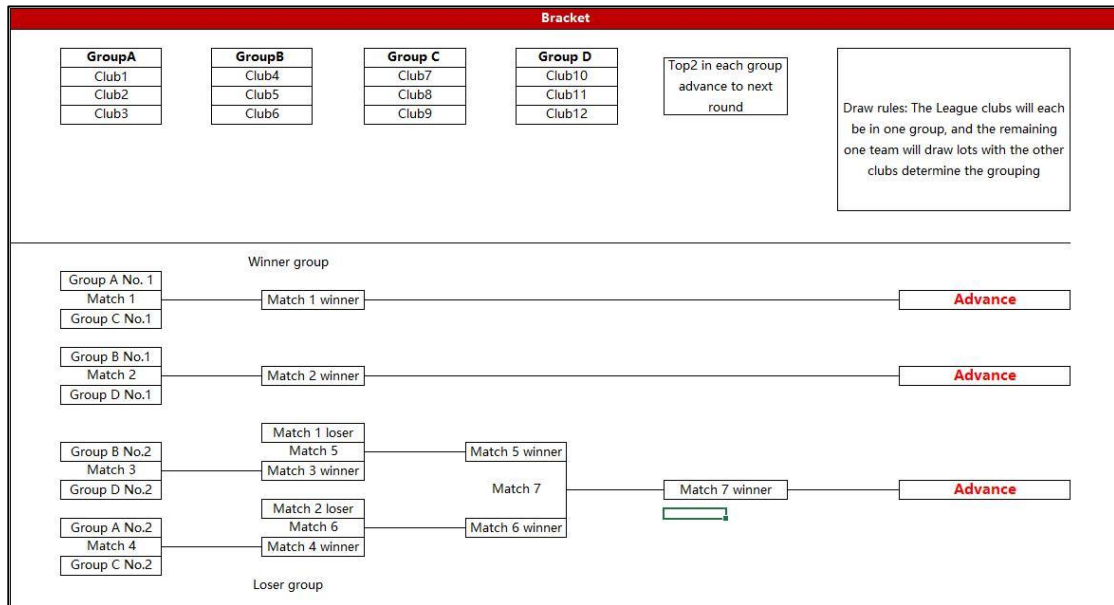
7.3. Japan

7.3.1. Tournament Date

Japan: February 18, 2023 - March 5, 2023 (local time, 7 competition days).

7.3.2. Format

Each of the 5 IJL Clubs will enter a group, and the remaining one team will draw lots with the 7 preliminaries clubs to determine the grouping. The format is BO3 Single Elimination round-robin. A total of 8 teams from the top two of the 4 groups will enter the next stage for a BO3 double-elimination match. The 3 winning clubs will advance to the global finals. The map selection priority for each match will be determined by drawing lots.



8. Banning Rules

8.1. Player Substitution, Map and Faction Selection Rules

1) Player Substitution Rules

In the first game, players must play according to the starting line-up, which refers to Rules 5.3

From the second game, players can start swapping, which refers to Rules 6.3

2) Map Banning and Selection Rules

- The map for the first and second half of a game must remain the same.
- Match Maps: Arms Factory, Red Church, Sacred Heart Hospital, Lakeside Village, Moon River Park, Leo's Memory, Eversleeping Town, and Chinatown.
- 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.

1) 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 ③ Map Selection ④ Faction Selection

Specific Selection Rules as follows.

a. First game

- ① the club B pick the banned map
- ② the club A pick the map
- ③ the club B pick the faction order.

b. Second game

- ① Clubs can swap the players
- ② the club A pick the banned map
- ③ the club B pick the map
- ④ the club A pick the faction order.

c. Third game

- ① Clubs can swap the players
- ② the club A pick the map
- ③ the club B pick the faction order

d. Third game overtime

- ① Clubs can swap the players
- ② the club B pick the map
- ③ the club A pick the faction order

8.2. Character Ban & Pick, Talent Selection, Spawn Point Selection

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, the number of bans in a B05 tiebreaker is the same as 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.

9. Points Rules

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

Points Rules	Points	
	Survivors	Hunter

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.

10. Victory & Defeat

1) In B03 matches, a match ends if a club wins the first 2 games. Otherwise, the match will continue.

2) Playoffs Phrase, if the game is not completely completed but the winner has been determined, there is no need to play the second half of the game, and the game will end directly

B03 Specific Situation as follows

I. Club who has 1 Win, 1 Tie, 0 Loss, this club has 5 points in the first half of the third game

II. Club who has 1 Win, 1 Tie, 1 Loss. After the end of the first half of the third game, the score lead is more than 5 points

3) Tiebreaker Rules

a) In the case of a tie (such as 1 Win, 1 Tie, 1 Loss), priority will be given to the club with the higher Total Points.

b) If both teams' Total Points remain the same, an extra game will be played. The winner will be determined according to the points of both sides.

c) If the points of the clubs are still the same in the tiebreaker, the number of escapees of both clubs during the halves when they play as Survivors will be compared: 1) If one or more Survivors escaped, the match duration of both clubs would be used as the basis for deciding the winning club. The club with the shortest time wins. 2) If neither club escaped while playing as Survivors, the match duration when they played as Hunters will be used as the basis for deciding the winning club. The club with the shortest time wins.

Note: A screenshot will be taken from the Hunter's record as the basis of

the tiebreaker.

V Competition Rules

11. Game Version and Server

11.1. Account

The Organizer will provide players with accounts for the tournament server. Players must 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 Organizer reserves ownership of the competition accounts. Trading accounts or changing passwords may lead to penalties.

11.2. Tournament Server

All matches will take place on a dedicated tournament server and be played in the game version decided by the Organizer.

12. Competition Devices and Network

Players shall use their personal touch-screen devices and network services (desktops, laptops, or emulators are strictly prohibited) during the online qualifiers.

Communication Software

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 referee's supervision.

Event Monitoring

To ensure fair competition, players must cooperate with the Organizer by preparing the corresponding monitoring equipment or software, including but not limited to cameras, video monitoring software, voice monitoring software, among others. Players are required to participate in the event monitoring process, including but not limited to pre-event verification, in-event monitoring, post-event examination, among others. If players fail to carry out the event monitoring as required in that case, the Organizer reserves the right to conduct penalties, including but not limited to revoking clubs' right of map selection, event qualification, and the clubs' competition results, including their previous and current rankings, qualifications, prizes, in-game rewards, among others.

13. Tournament Procedure

13.1. Before the Competition

13.1.1. Server Login

Participants must log in to the tournament server 20 minutes before the game.

13.1.2. Pre-game Testing

Players must perform a test after logging in to the tournament server. Players must complete the test 3 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 device tests, and in-game warm-ups. If the player's testing time exceeds the allowed timeframe, the referee has the right to demand the player to conclude the test immediately and prepare to enter the game.

13.1.3. Ready Status

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

13.1.4. Player Swap, Map and Faction Selection

Clubs and Players need to swap players, select map and faction and confirm the results within the specific time.

If the club fails to confirm within the specified time, or due to special circumstances such as empty bans, empty selections, and wrong selections due to players, coaches, and team reasons, the game process will continue normally. The default results of each stage are as follows:

Phase	Default Selection
Player Swap phase	Do not use substitution
Map ban phase	Do not use map-ban
Map Selection phase	Select a random map
Faction Selection phase	Randomly choose one of the faction to play first

If the BP stage cannot be processed normally due to special circumstances such as the network and server issues, the BP process will be restarted according to the event process. The reopening process must be completed under the instructions of official staff, and the official has the right to define whether to restart the ban.

13.1.5. Game Match 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.

13.1.6. Game Room Creation

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

13.2. Game Proceedings

13.2.1. Ban & Pick Process

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

13.2.2. Recording Ban & Pick

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

13.2.3. Incorrect Picks

During the Ban & Pick phase, if players, coaches, and clubs cause any mistakes due to their own fault, the game will proceed normally without restarting. This includes but is not limited to:

- 1) Missing B & P due to tactics discussion
- 2) Missing character B & P due to the prolonged discussion
- 3) Incorrect B & P due to miscommunication or players' own fault

If players are unable to conduct B & P due to special circumstances such as network and server failure, the B & P process will restart. The restart must be completed under the official staff's instruction throughout the process, and the Organizer reserves the right to decide whether the B & P should restart or not.

13.2.4. Starting the Game After Ban & Pick

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

13.2.5. Controlled Start

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

13.2.6. 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. In that case, the game must be suspended immediately until all the players have connected to the game.

13.2.7. Banned Game Settings

Players are not allowed to use "Escape" and "Just Deserts" in the course of a match.

16.2.8. Others

If players are stuck or unable to operate due to in-game issues, the game can be suspended according to the rules.

13.3. Post-game Proceedings

13.3.1. Results

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

13.3.1. Technical Records

Any technical issues will be confirmed with the Organizer.

13.3.2. Forfeits

If a club forfeits the game, the opponent club will win (BO1) according to the largest leading margin (for example, Hunters will be deemed to have eliminated 4 players, and Survivors will be deemed to have had 4 escapees), and match points will be calculated accordingly. No other data will be recorded for forfeited games.

13.4. Post-match Proceedings

13.4.1. Results

The Organizer shall confirm and record the match results and confirm the results with the players. Players need to submit written confirmation through official communication channels.

13.4.2. Next Match

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

13.4.3. 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.

13.4.4. Controversial Match Results

If a dispute arises during an ongoing match, the Club Captain and players must defer to the referee. If a participant disagrees with the referee's decision, they can appeal to the Competition Organizing Committee 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 reserve 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 publicly question other clubs or players. 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.

14. Pausing Rules

14.1. Pausing the Game

During the online qualifiers, each club has one 3-minute timeout in each half-game. When a timeout is called out, players must immediately explain the reason to the Organizer, and the referee reserves the right to decide to maintain the timeout or continue the game. When clubs run out their timeouts, they can promptly inform the referee through the communication software if any emergency arises again. The referee reserves the right to decide whether a timeout should be issued.

14.2. Forced Pausing

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

14.3. Player Pauses

Players can pause the game in emergencies and must 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) Health issues

The Organizer will evaluate the situation and determine if the player can continue the game within a reasonable period. If the Organizer does not approve the reasons put forward by the player, the Organizer reserves the right to punish the player and their club.

14. 4. Unpausing

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

15. Rematch Rules

15. 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 situation, and all clubs shall comply with the said decision.

15. 2. Limits After Restarting

After the restart, the factions, maps, characters BP, Talent Selection, Spwan Points Selection, costumes must remain the same as before. If the player modifies the above information without authorization in the restarted game, the official 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.

18. Rules for direct determination of winners and losers

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.

19. Forfeiture

Suppose a club decides to forfeit any match during the tournament. In that case, the Club Captain must submit written confirmation to the Competition Organizing Committee on behalf of the club via official communication channels and bear all consequences and responsibilities arising from there. For the consequences of forfeiture, see 15.3.2.

If a club forfeits all of its matches and decides to withdraw from the tournament, the Club Captain must submit written confirmation to the Competition

Organizing Committee on behalf of the club via official communication channels and sign the Quitting Statement. The club must bear all consequences and responsibilities arising from there. Subsequent matches involving the club will be treated as byes. The Organizer reserves the right to revoke the club's competition results, including its previous and current rankings, qualifications, rewards, among others.

In principle, the clubs are not allowed to withdraw from the tournament. However, if the club insists, the Organizer will assume that the club has waived its rights to participate in Identity V tournaments. The club will no longer be allowed to participate in future Identity V-related tournaments, and the Organizer reserves the right to penalize the club and its members.

16. Referee

16.1. Referee Duties

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

- 1) Verifying the personal information, account information, and devices of players before the match
- 2) Announcing the start of games
- 3) Initiating pausing/unpausing of games
- 4) Imposing penalties on those who violate the rules
- 5) Confirming the end of each match and match results.

16.2. 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.

16.3. Final Rulings

If a club doubts any ruling, it can appeal through methods stated in 15.4.4. The Organizer reserves the right of final decision upon all rulings during the tournament.

16.4. 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

Qualifiers, including but not limited to [Ban & Pick of the Characters and Maps and Player Roster]. The confirmation can be presented verbally or in writing. If a club does not complete the confirmation within the specified timeframe, it is deemed to have authorized and agreed with the Organizer to decide on behalf of the club at its sole discretion, and the club should strictly conduct the decision.

VI Competition Organizing Committee

17. Competition Organizing Committee Composition

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

18. 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.

19. Force Majeure

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

20. 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.

21. 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:

Match ID:

Club:

Signature:

ID Number:

Date of Signature: