

2020 Identity V Southeast Asia IVC Competition System

Event Competition Rules

- The 2020 Identity V Southeast Asia IVC Elite consists of the Preliminaries (live streaming not available), Group Stage, and Top 4 Double-elimination Stage.
- Live streaming will be available starting from the Group Stage up to the Final. There will be a total of 9 live-streaming days with 18 rounds of matches (2 matches per day).

(The Final will be conducted in a BO5 i.e. best-of-five format, while other matches will be conducted in a BO3 i.e. best-of-three format.)

- Preliminaries Registration: In-game registration is opened from August 30, 2020, 10:00 to September 6, 2020, 00:00. 96 clubs will be selected to participate in the Preliminaries.
- Preliminaries: From September 14, 2020, to September 20, 2020, 96 clubs will compete against each other for 1 week. 6 clubs will advance from the Preliminaries to the Group Stage along with 2 invited clubs.
- Group Stage: From October 2, 2020, to October 11, 2020, 8 clubs will be divided into Group A and Group B for a single round-robin competition. 2 clubs will advance from each group.
- Double-elimination Stage: From October 17, 2020, to October 25, 2020, 4 clubs will advance from the Group Stage to the Top 4 Double-elimination Stage. The Losers' Final and the Final are offline competitions.

Competition Dates

2020.9.1						
Mon	Tue	Wed	Thur	Fri	Sat	Sun
	1	2	3	4	5	6
Preliminaries Registration						
7	8	9	10	11	12	13
14	15	16	17	18	19	20
Preliminaries						
21	22	23	24	25	26	27
28	29	30	1	2	3	4
				Group Stage		

2020.10.1						
Mon	Tue	Wed	Thur	Fri	Sat	Sun
5	6	7	8	9	10	11
Group Stage						
12	13	14	15	16	17	18
Double-elimination Stage						
19	20	21	22	23	24	25
						Final
26	27	28	29	30	31	

Competition Schedule

	Date	Start time	End time	Stage	Stage
Group Stage	10/2	18:00	19:30	Group A - Game 1	Online Competition
	10/2	19:30	21:00	Group B - Game 1	
	10/3	18:00	19:30	Group A - Game 2	
	10/3	19:30	21:00	Group B - Game 2	
	10/4	18:00	19:30	Group A - Game 3	
	10/4	19:30	21:00	Group B - Game 3	
	10/9	18:00	19:30	Group A - Game 4	
	10/9	19:30	21:00	Group B - Game 4	
	10/10	18:00	19:30	Group A - Game 5	
	10/10	19:30	21:00	Group B - Game 5	
	10/11	18:00	19:30	Group A - Game 6	
	10/11	19:30	21:00	Group B - Game 6	
Elimination Stage	10/17	18:00	19:30	Round 1	Offline Competition
	10/17	19:30	21:00	Round 1	
	10/18	18:00	19:30	Winners' Final	
	10/18	19:30	21:00	Losers' Round 1	
	10/25	18:00	19:30	Losers' Final	
	10/25	19:30	21:00	Final	

Event Process

1.1 Event Registration

Identity V players can register through the in-game event. A maximum of 96 clubs may participate in this competition. If there are more than 96 clubs registering for the event, points will be calculated for each club according to their tiers in the game, and the 96 clubs with the most points will be selected.

Each club's tier points are the sum of the tier points of the Hunter in the highest tier in the club and the 4 Survivors in the highest tier in the club at the time of the registration deadline. The tier points rules are as follows:

Each tier equals 10 points. For Tiers I to VI, each sub-tier advancement equals to 1 additional point. For Tier VII, each star equals to 1 additional point. For example, a player in Tier IV-3 has 43 points, and a player in Tier VII-8 stars has 78 points.

When there are clubs with the same points, (1) then the club which has the Hunter in a higher tier will rank first. (2) If the Hunters in these clubs are in the same tier, then the club which Survivor in the highest tier is in a higher tier will rank first. (3) If the Survivors in the highest tier in these clubs are in the same tier, then the club which Survivor in the second highest tier is in a higher tier will rank first. (4) If the Survivors in the highest and the second highest tiers in these clubs are in the same tier, then the club which Survivor in the third highest tier is in a higher tier will rank first. (5) If the clubs are equal in all of the above, then the club which is registered first will rank first.

1.2 Preliminaries

1.2.1 The Preliminaries will be conducted in a single-elimination format. The 96 participating clubs will be divided into 6 groups (i.e. Groups A, B, C, D, E, and F) of 16 clubs each. If less than 96 clubs registered for the event, there will still be 6 groups. The missing clubs will be dealt with by byes.

1.2.2 Details of the grouping rules are as follows: The 96 clubs are sorted by their

points and distributed in 6 groups in an S-shape (as shown in the table below).

Group						
Points order	A	B	C	D	E	F
1	1	2	3	4	5	6
2	12	11	10	9	8	7
3	13	14	15	16	17	18
4	24	23	22	21	20	19
5	25	26	27	28	29	30
6	36	35	34	33	32	31
7	37	38	39	40	41	42
8	48	47	46	45	44	43
9	49	50	51	52	53	54
10	60	59	58	57	56	55
11	61	62	63	64	65	66
12	72	71	70	69	68	67
13	73	74	75	76	77	78
14	84	83	82	81	80	79
15	85	86	87	88	89	90
16	96	95	94	93	92	91

1.2.3 For the first round in each group, the club that ranked 1st in points will play against the club that ranked 16th; the club that ranked 2nd in points will play against the club that ranked 15th; the club that ranked 3rd in points will play against the club that ranked 14th; the club that ranked 4th in points will play against the club that ranked 13th; the club that ranked 5th in points will play against the club that ranked 12th; the club that ranked 6th in points will play against the club that ranked 11th; the club that ranked 7th in points will play against the club that ranked 10th; the club that ranked 8th in points will play against the club that ranked 9th.

1.2.4 Each group will compete on a single-elimination basis with each round to be conducted in a BO3 format i.e. 16 clubs to 8, 8 clubs to 4, 4 clubs to 2, ending with 2 clubs to 1. The champion in each group will advance to the Group Stage i.e. a total of 6 clubs will advance to the Group Stage.

1.2.5 The Preliminaries will be held from September 14 to September 20. The clubs in each group must adhere to the official times to compete (details of the

competition time on the event page and officials' notifications shall prevail). If a club (player) cannot complete the matches within the specified period, such club (player) will be deemed to have forfeited and the club (player) will be solely responsible for all consequences.

1.3 Group Stage

1.3.1 The Group Stage will be conducted in a single round-robin format. The 8 clubs will be divided into Group A and Group B by drawing lots with 4 clubs in each group. The 4 clubs in a group will compete in a single round-robin. The 2 clubs with the most points will advance to the Elimination Stage. If there is a draw in the BO3 stage, the winner will be determined with the usual overtime rules.

1.3.2 Advancement Rules in the Group Stage

- a) The club with more wins (complete BO3) will rank first.
- b) The following are the rules to determine ranking when clubs have the same number of wins (when 2 or 3 clubs have the same points):
 - <1> When two clubs have the same number of wins, then the club (excluding overtime) with more net winning rounds (the First Half and Second Half together makes 1 round i.e. a complete BO1) will rank first.
 - <2> When two clubs have the same number of net winning rounds, then the club (excluding overtime) with more total winning rounds (a complete BO1) will rank first.
 - <3> When the above 2 items are the same, then the club (excluding overtime) with the higher total net winning points will rank first.
 - <4> When the above 3 items are the same, then the club (excluding overtime) with the higher total winning points for their winning rounds will rank first.
 - <5> When the above 4 items are the same, then the club that did not have to compete in overtime will rank first.
 - <6> When the above 5 items are the same, i.e. the clubs have the same points and both competed in overtime, then the club with more wins during overtime (a complete BO1 round with overtime) will rank first.

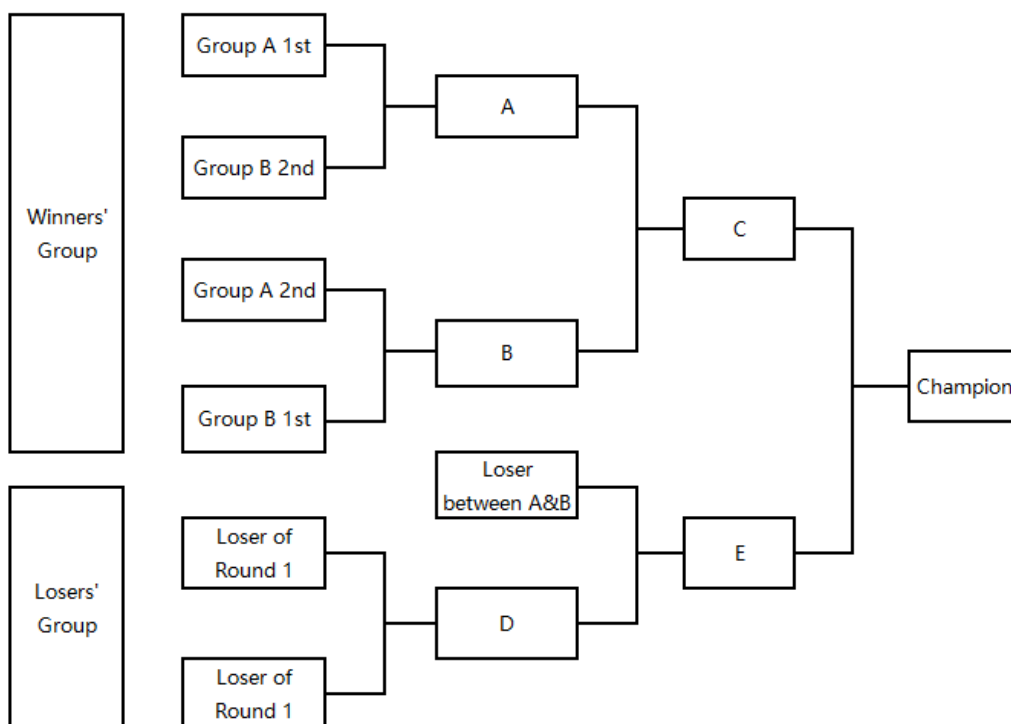
<7> If the two clubs have the same points during overtime i.e. there was a cycle of wins and defeats, then the club with the higher number of net winning rounds (1st priority), total winning rounds (2nd priority), total net winning points (3rd priority), or winning points for their winning rounds (4th priority) will rank first.

<8> If all of the above are the same, then the Competition Organizing Committee will draw lots to determine which club should advance and the ranking in the group.

1.4 Double-elimination Stage

1.4.1 The Elimination Stage will be conducted in a double-elimination format. For the first round of eliminations, the club that ranks first in Group A will compete against the club that ranks second in Group B, and the club that ranks first in Group B will compete against the club that ranks second in Group A.

The winning clubs in the Winners Group will advance, and the losing clubs will join the Losers Group. The winning clubs in the Losers Group will advance, and the losing clubs will be eliminated. The advancement route is as shown in the figure below:



1.4.2 The clubs in the Elimination Stage must adhere to the official times to compete (details of the competition time on the event page and officials' notifications shall prevail). If a club (player) cannot complete the matches within the specified period, such club (player) will be deemed to have forfeited and the club (player) will be solely responsible for all consequences.

1.4.3 Offline Finals The Losers Final and the Final will be held offline where the 3 ultimate clubs will compete.

The Losers Final will be conducted in a BO3 format, and the Final will be conducted in a BO5 format.

The Offline Finals will be held on October 25. Players must arrive at the venue 1-2 days in advance for the photoshoot, interview, and rehearsal. The address of the venue will be provided by the staff in advance.

2. Game Rules

2.1 Competition Version and Client

The Preliminaries will be conducted on the regular server, while the Group Stage and the Double-elimination Stage will be held on the Match Server provided by the Competition Organizing Committee.

The Competition Organizing Committee has the right to ban specific characters in any stage of the competition.

2.2 Competition Mode

The Competition will be conducted in accordance with the Legendary Rules in Custom Mode, i.e. the characters cannot be repeated in the same match.

2.3 Competition Format

Each round (i.e. 1 BO) is divided into the First Half and the Second Half. In the First Half, 4 Survivors from Club A will play against a Hunter from Club B. In the Second Half, 4 Survivors from Club B will play against a Hunter from Club A.

2.4 Map Selection

Available Maps: Arms Factory, Red Church, Sacred Heart Hospital, Lakeside Village, Moon River Park, Leo's Memory, and Eversleeping Town.

Selection Rules: Within the same match, clubs are not allowed to select a Map that has already been selected.

BO3 Selection Rules:

- ① Before each match begins, the Club Captain from both sides will draw lots.
- ② For the first round, the winner of lots drawing will select the Map and the loser will select the order of the line-ups.
- ③ For the second round, the loser of lots drawing will select the Map and the winner will select the order of the line-ups.
- ④ For the third round, the winner of lots drawing may select from BP modes a. or b.

If there is an additional round, the loser of lots drawing may select from BP modes a. or b.

- a. The other side may ban one of the Maps which they can select from; they then select the Map for this round and the other side selects the order of the line-ups.
- b. They may ban one of the Maps which the other side can select from; the other side then selects the Map for this round and they select the order of the line-ups.

BO5 Selection Rules:

Rounds 1 and 3 will adopt the rule 2 of the BO3 Selection Rules.

Rounds 2 and 4 will adopt the rule 3 of the BO3 Selection Rules.

Round 5 will adopt the rule 4 of the BO3 Selection Rules.

Any additional round will adopt the rule 5 of the BO3 Selection Rules.

2.5 BP Rules

2.5.1 Character Ban Rules

BO3 Matches

Round 1: The Survivors will not ban any Hunter characters. The Hunters will ban 1 Survivor character.

Round 2: The Survivors will ban 1 Hunter character. The Hunters will ban 2 Survivor characters.

Round 3: The Survivors will ban 2 Hunter characters. The Hunters will ban 3 Survivor characters.

BO5 Matches

Round 1: The Survivors will not ban any Hunter characters. The Hunters will ban 1 Survivor character.

Round 2: The Survivors will ban 1 Hunter character. The Hunters will ban 2 Survivor characters.

Round 3: The Survivors will ban 2 Hunter characters. The Hunters will ban 3 Survivor characters.

Round 4: The Survivors will ban 3 Hunter characters. The Hunters will ban 4 Survivor characters.

Round 5: The Survivors will ban 3 Hunter characters. The Hunters will ban 4 Survivor

characters.

The first half and second half of each round requires players to re-ban characters.

The BP rules for any additional round in a BO3 match will adopt the same rules as Round 3. The BP rules for any additional round in a BO5 match will adopt the same rules as Round 5.

2.5.2 Character BP Sequence

The BP Sequence of each round is fixed as follows: The Survivors to ban Hunter characters -> the Hunters to ban Survivor characters -> the Survivors select all of their characters -> the Hunters select their characters.

2.5.3 Character Limitations

The Competition Organizing Committee will decide whether there is a need to ban certain characters based on version progress. No clubs will be allowed to use the characters which the Competition Organizing Committee has banned.

2.6 Point Rules for Each Round

For each half-round, clubs will obtain points according to the following rules:

At the end of the game, if the number of escaped Survivors is 0, then Survivors will obtain 0 points and the Hunter will obtain 5 points.

At the end of the game, if the number of escaped Survivors is 1, then Survivors will obtain 1 point and the Hunter will obtain 3 points.

At the end of the game, if the number of escaped Survivors is 2, then Survivors will obtain 2 points and the Hunter will obtain 2 points.

At the end of the game, if the number of escaped Survivors is 3, then Survivors will obtain 3 points and the Hunter will obtain 1 point.

At the end of the game, if the number of escaped Survivors is 4, then Survivors will obtain 5 points and the Hunter will obtain 0 points.

The condition for determining the outcome of each round is the sum of points from the first half and second half. The club with the higher points (including both the first half and second half) will be the winner and vice versa.

2.7 Correlation of Rounds and Wins

2.7.1 In a BO3 match, if a club wins the first 2 rounds straight, then this club will win the match without having to play the third round. If a club ends up with 1 win and 1 draw, 1 win and 1 defeat, or 2 draws in the first 2 rounds, then it will have to play the third round.

2.7.2 In a BO5 match, if a club wins the first 3 rounds straight, or it ends up with 3 wins and 1 draw or 2 wins and 2 draws in the first 4 rounds, then this club will win the match. Otherwise, it will have to play the remaining rounds.

2.8 Rules for Determining the Winner in a Complete BO3 or BO5 Draw Match

When there is a draw in a match, the winner will be determined with the following rules in turn:

- 1) The club with the higher total points in the match (sum of the points in each round) will be the winner.
- 2) If the clubs have the same number of points, an overtime BO1 round will be conducted. The additional round will determine the winner according to the points of both sides.
- 3) If both clubs still have the same points in the additional round, the first deciding factor is to look at both clubs' escapes during their rounds as Survivors: If at least one of the Survivors escaped, the Survivor's match duration is used as the basis for deciding the winning club. The club with the fastest time wins. 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. 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. The BP rules for any additional round in the BO3 and BO5 Matches are the same as the previous round, i.e. the BP rules for any additional round in a BO3 match will adopt the same rules as Round 3; the BP rules for any additional round in a BO5 match will adopt the same rules as Round 5.

2.9 Competition Account

Players have to use their own accounts to compete. Using another player's account to compete is strictly prohibited. To ensure the smooth operation of the competition, the Competition organizer has the right to request players to switch to an account provided by the organizer to compete as appropriate.

2.10 Competition Devices

2.10.1 Players must use their own devices during the online competitions. These can be mobile phones, iPad, or other devices, but computers or emulators are strictly prohibited.

2.10.2 During the online competitions, players may communicate with each other verbally using the in-game audio chat or other communication software. To ensure the smooth operation of the competition, the referee has the right to request players to communicate with specific software.

2.10.3 During the offline competitions, the Competition Organizing Committee will provide the competition devices (iPhone 11) and communication equipment.

2.10.4 During the offline competitions, players have the responsibility to test their competition devices (including battery, phone settings, game settings, etc.) and communication equipment (including battery, unusual sounds, etc.) before the competitions begin. Any problems must be referred to the referee in a timely manner. If a player does not raise any issues with the equipment during testing, the player is deemed to consider the equipment to be in order.

2.11 Competition Prize

This competition has a total prize pool of **1,000,000** Baht. The prize money for each ranking is as follows:

Ranking	Prize(Baht)	PCT of total prize	Total prize(Baht)
1	380000	38.0%	1000000
2	200000	20.0%	
3	120000	12.0%	
4	100000	10.0%	
5	60000	6.0%	
6	60000	6.0%	
7	40000	4.0%	
8	40000	4.0%	

3. Participation Requirements

3.1 Club Members

3.1.1 Each club consists of 5 main players and a maximum of 2 substitute players. A club with less than 5 players in play will be disqualified.

3.1.2 Players are prohibited from registering with two clubs at the same time or they will be disqualified.

3.1.3 During the Elimination Stage and the Offline Finals, no player change is allowed. Throughout the entire competition, player changes are only allowed during the Preliminaries and each club may only make 1 player change (adding or replacing a player is regarded as 1 change). Before any player changes, an application must be made to the Competition Organizing Committee 3 days in advance. The application must be approved before the player change is made (and such new member cannot be on the list of players of another club).

3.1.4 Information provided and changes made by the Captain shall prevail. All clubs must provide their starting line-up to the referee 1 day before each match.

3.1.5 In every BO3 match, each club has one opportunity to put a substitute player in play. In every BO5 match, each club has two opportunities to put a substitute player in play.

3.1.6 For each match, players who are already in play cannot swap their positions (i.e. a player cannot play as both a Hunter and a Survivor in the same match). Note: If a player usually competes as a Survivor, they can compete as a Hunter on a certain

day. However, this player can then only compete as a Hunter on the same day.

3.2 Age and Nationality

3.2.1 Players who are aged 18 or above by the deadline of September 6, 2020, may register to compete 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 register for the competition. If a club is found to have a member under the age of 16 during the Preliminary Stage, the entire club will be disqualified.

3.2.2 At least half of the members in a club participating in the Southeast Asia IVC must be nationals or permanent residents of Southeast Asian countries.

3.3 Club ID

3.3.1 All clubs must have a name that complies with the competition regulations. Each club's name must be unique. The Competition Organizing Committee has the right to request clubs whose names are too similar to change their names. All club names must be within 16 characters and composed of English alphabets. Club names must not contain words of violence, abuse, pornography, or words that go against the competition rules. Club ID must not contain any sponsor information.

3.3.2 Players' nickname must be consistent with their club name. All player nicknames must adopt the format "Club Name + Personal Nickname". If the club name is too long, it can be shortened in the nickname. Players' nickname must not exceed 16 characters, and it must not contain words of violence, abuse, pornography, or words that go against the competition rules. (For Preliminaries, club names must be within 4-6 characters.)

3.4 Pauses and Rematch

3.4.1 During the online competitions, players are responsible for their own network connection and equipment. For each match, each club has 1 chance to pause for a maximum of 3 minutes. When the time is up, the referee has the right to resume

the match. If further network connection and equipment issues occur after the clubs have used their pauses, the referee has the right to order the match to continue.

3.4.2 In the Offline Final Stage, players have the responsibility to ensure that their network connection and equipment are ready. If there are any network or equipment issues during the competition, players must raise their hand and verbally inform the referee immediately. When the referee has confirmed the issue, they will pause the match. Players are prohibited from pausing the match themselves. Once the match is paused, other players are prohibited to resume the match themselves and must wait for the referee to do so upon confirmation that the player's setup is ready. During the offline competitions, each club will also only have 1 chance to pause the match as a result of network and equipment issues.

3.4.3 During the competition, if the following occurs, the referee and the Competition Organizing Committee will determine whether there will be a rematch:

(1)

During the first 60 seconds of the match, one of the players is disconnected and can't reconnect; (2) After the first 60 seconds of the match, the Hunter player is disconnected and can't reconnect, and the Hunter is in a dominant position; (3) After the first 60 seconds of the match, a Survivor player is disconnected and can't reconnect, and the Survivor is in a dominant position; (4) The competition server is behaving abnormally or the game client has a bug, and has an irreversible effect on the competition. Whether a player is in a dominant position will be subject to the Competition Organizing Committee's on-site judgment.

3.4.3 In the event of a rematch during the competition, all Characters, Maps, Abilities, Persona, and Talents must be selected exactly as they were before. The referee has the right to request players to adjust their selections should there be any discrepancies. Warning penalties will be given for malicious modification of Character Abilities and Talent Points.

3.5 Competition Objections

3.5.1 In the event of a dispute during the matches, the Club Captain and players must defer to the referee. If a participant disagrees with the referee's decision, they should appeal to the Competition Organizing Committee in accordance with the appeal procedure.

3.5.2 Players may appeal within three minutes after each match to the referee on duty. The referee and the Competition Organizing Committee have the right to reject any appeal beyond the time limit.

3.6 Violations and Penalties

3.6.1 It is forbidden to use any third-party software to modify in-game contents, such as game interfaces, sound effects, character abilities, etc. If any player violates this rule, the Club will be disqualified from the tournament and any prizes will be void. Individuals will also be banned from participating.

3.6.2 It is forbidden to use items and characters obtained from non-Identity V games during the competition, or items and characters that are not officially released. If any player violates this rule, the club will be disqualified from the competition and any prize money. Individuals will also be banned from participating.

3.6.3 It is forbidden to use external hardware (other than those provided by the Competition Organizing Committee) except headphones. If there is a special use requirement, players need to seek consent in advance from the referee on duty. If any player violates this rule, the club will be disqualified from the competition and any prize money. Individuals will be banned from participating.

3.6.4 During the offline competitions, players are not allowed to peek at the big screen or the screens of players from other clubs. The first violation will come with a warning, while subsequent violations will end with a complete loss.

3.7 Match-fixing

Participants (or clubs) should adhere to the spirit of sportsmanship during the tournament. Negative behavior and match-fixing are strictly prohibited.

If discovered, participants (or clubs) will be disqualified with immediate effect, permanently banned from tournaments, and all prize money and reimbursements due to the club will be canceled. Match-fixing behaviors include but are not limited to the following:

a) Substitution:

Throughout the competition, players are prohibited from asking someone else to compete on their behalf (including but not limited to giving their personal account or equipment to someone else to use in the competition), or competing on someone else's behalf. Once the above is violated, the player will be disqualified and the Competition Organizing Committee has the right to cancel their club's prize money and other rewards.

b) Collusion:

Two or more players enter into an agreement to play negatively in order to give the opponent some advantage or benefit. Prior arrangement of split prize money and/or any other form of remuneration.

Sending or receiving code words or other content to or from an accomplice.

Intentionally losing a match for prize money or any other reason, or instigating another player to play negatively in a match.

c) Match-fixing:

No club member may initiate, agree to, or plan a fix of a match. Match-fixing will be strictly penalized under any circumstances. Depending on the severity of the situation, players may be banned from the competition.

3.8 Forfeiture

In principle, the Identity V competition rules prohibit clubs from forfeiting. However, if the club insists on forfeiting, the Competition Organizing Committee will assume that the club has waived its rights to participate in Identity V competitions, and the club will no longer be allowed to participate in future Identity V-related competitions. Matches involving the club will be handled on a bye basis, and the

Competition Organizing Committee reserves the right to penalize the forfeiting club.

3.9 Health Concerns

In the event that a player cannot compete normally due to personal reasons (e.g. physical condition), the Competition Organizing Committee will evaluate the situation and make arrangements accordingly.

3.10 Personal Behaviors of Players

3.10.1 Players must cooperate with the referee and the Competition Organizing Committee during the competition in order for the event to run smoothly. If a player deliberately delays or even interferes with the live streaming for personal reasons (e.g. refusing to start the game, not using the official equipment, quitting the game for no reason, etc.), the referee has the right to warn the player and the team, or even determine that they have lost the round. For serious cases, the player (team) will be disqualified and their rewards canceled.

3.10.2 Taunting, including but not limited to shouting at, provoking, or abusing opponents, is prohibited during the online and offline competitions. If a player commits more than one of the above acts, they will be given a serious warning. If they commit two or more acts, the referee has the right to determine that they have lost the round. For serious cases, the player (team) will be disqualified.

3.10.3 Physical conflict between players is prohibited, including but not limited to pushing, fighting, brawling, etc.

If one party provokes and beats other players, regardless of the seriousness of the situation, the players will be banned from the competition for life.

3.10.4 During the competition, players should pay attention to their personal behavior on the Internet, and should not abuse or defame other players or staff on the Internet, nor should they engage in the above-mentioned violations on their

own livestreams. Players engaging in any of the above behaviors will receive a severe warning or even be disqualified.

3.10.5 Cheating is prohibited. No player, club, or organization should make any changes to the Identity V game client. The use of any kind of cheating device/program or any similar cheating method is considered cheating.

3.10.6 Bugs exploitation. Deliberately using bugs in the game to gain an advantage. Bugs exploitation includes the use of any functions which are not intended for the game's normal operation and actions that violate the game's design, as determined by the Competition Organizing Committee.

3.10.7 Peeping at screens. Watching or trying to peep at spectators' screens.

3.10.8 Interference with the broadcast. No club member may interfere with the lights, cameras, and other broadcasting equipment.

3.10.9 Unauthorized communication. All communication equipment must be taken out of the competition area prior to the event and players are not allowed to send text messages, emails, or use social media within the competition area. During the competition, players in the first line-up can only communicate with other members of their club.

3.10.10 Prohibited drugs. Players and coaches are prohibited from taking any prohibited drugs, including but not limited to drugs used for euphoria, sedation, or depression. It is the duty of any person to report any individual or club violations to the Competition Organizing Committee.

3.10.11 Uniform. During the offline competitions, club members are required to wear their club's season uniform. Players are not advised to cover their faces, and as a rule, hats and masks are not allowed to be worn during the competition.

3.10.12 Negative statements and acts. Club members must not engage or participate in any suspected public disputes, acts which are offensive to the public or public organizations, or other acts adverse to the reputation of NetEase and "Identity V," as determined by NetEase and "Identity V." Players who are caught in any of the above actions will be disqualified from all Identity V competitions, and

their prize money will be confiscated. Serious cases will be referred to the relevant law enforcement agencies.

3.10.13 Confidentiality. Clubs are not allowed to post any information related to the competition during the Identity V Winter Elite until they have been given permission by the Competition Organizing Committee. Club members have a duty to keep all information provided by the Competition Organizing Committee confidential.

3.10.14 Player Behavior Investigation. If a club member is contacted by the Competition Organizing Committee for an investigation, then that member has a duty, to tell the truth. If a club member obstructs the investigation by withholding information or misleading the Competition Organizing Committee, the club member will be penalized.

3.10.15 No players or clubs may reject the decisions made by the Competition Organizing Committee.

3.10.16 The Competition Organizing Committee will enforce the rules of this competition in accordance with these Competition Rules. The Competition Organizing Committee shall have the right of final adjudication in situations not covered by these Competition Rules, or where it would be unfair to make a decision in accordance with these Competition Rules.

3.11 Player's Live Stream

To ensure fairness in the competition, no live streaming by players is allowed during the competition.

3.12 Live Stream Copyrights

NetEase's Identity V project owns the right to use all live content, photos, videos, replays, and other resources generated by the players' participation in the Identity V Southeast Asia IVC Elite. All players must accept the above before they can compete in the event.

3.13 Competition Ownership

The Competition Organizing Committee reserves the right to update these terms and conditions as the competition progresses. NetEase has the right of final interpretation in the Identity V Southeast Asia IVC Elite.