ARENA OF VALOR PREMIER LEAGUE 2022: VIETNAM

Online Competition Regulations

1.   Definition of nouns.

1.1.   Standardized online competition area.

(a)   Official online competition area: the officially designated venues whose network and equipment meet the standards established by the Organizers. During the online competition, the referees will go to the official competition area for on-site judgments

(b)   Unofficial online competition area: Due to special reasons, it is impossible for the players to go to the official competition area, and use remote online access to the competition. During the online competition, the referees will use remote monitoring and evidence collection to judge and communicate with the players who are connected to the game online.

The capability of players from the same team to play in the same location should be determined by local regulations or individual COVID-19 emergencies in this competition. But the principle should be to play in an environment that can comply with the standardized network approach.

1.2.   Online access to players.

The players who cannot go to the official online competition area due to special reasons and use remote online access to compete online in unofficial venues. Players who access online will have priority to adopt the standard supporting equipment and competition environment recognized by the Organizers:

(a)   Mobile devices and intercom headset.

(b)   Uninterrupted competition area and event monitoring equipment.

(c)   Broadband routers and wired network supporting equipment.

1.3.   Standardized network method.

That is, the wired network, with the wired network supporting equipment connecting the mobile devices and the broadband network.

1.4.   Wireless network.

Use the mobile devices network or WiFi to connect to the game network.

1.5.   Referred rules.

The referred rules: Arena of Valor Premier League 2022: Vietnam Tournament Rules and Regulations (the "Tournament Rules")

This rule is: *"Arena of Valor Premier league 2022: Vietnam Online Competition Regulations" (the "Tournament Online Competition Regulations")*, which is a detailed explanation of the amended rules for the section of Arena of Valor Premier League 2022: Vietnam Online Competition.

1.6.   Recording screen.

It is used for monitoring and evidence collection during the competition, and it contains the players themselves, mobile devices, and equipment that are simultaneously playing the game through the monitoring equipment.

1.7.   Referee.

Referees who cannot go to unofficial venues for judgment due to the epidemic situation and conduct online

refereeing have the same validity as executive referees who perform refereeing at official competition areas, and both are subject to the unified arrangement of the tournament.

1.8.   In-Game hero skin.

In order to avoid the occasions that players choose wrong in-game apparel, including banned hero skin or different hero skin than last choice during a remake procedure, and causing game remake, players shall show their hero skin choices to on-site referee or monitor camera for final confirmation before ban pick period ends. Changing hero skin after the referee's confirmation is extremely prohibited.

1.9.   Uniform Communication Channel.

The APL 2022 OFFICIAL server on the Discord platform is designated as the official communication and announcement channel. Teams are obliged to complete the reception, reporting, and communication of event information in this channel.

1.10.   Server.

The designated Tournament server is ES_VN. The Organizer will only consider the server replacement to a backup server depending on the ping value as if it reaches a certain threshold at their sole discretion.

2.   Competition environment regulations.

2.1.   Provided Equipment.

In principle, the equipment shall be provided by the Organizers. In the event of equipment problems caused by force majeure, players must use standardized event equipment recognized by the Organizers.

2.2.   Tournament execution.

In order to ensure the fairness of the event, the online match of the Tournament, the Organizers will send up to 3 referees to the official competition area to judge. Players who meet the online network and equipment standards can compete online. Players located in unofficial competition area should keep their voice online and follow the referee's instructions throughout the entire process. The team should cooperate with the on-site referees and the staff of the Organizers to make relevant protective measures.

2.3.   Official arena.

It is a standardized online competition area recognized by the Organizers. Teams must cooperate with various tests and adjustments before the competition.

The team's competition area is the final confirmation environment mentioned in Clause 1.1, and must not be in other fields or spaces.

The network environment of the competition area must have a stable and physical network, WiFi, etc., to avoid disconnecting the game.

Strictly regulate the control of personnel at all stages of the event:

a.   When the event is not in progress or BP, there is no limit to on-site personnel.

b.   When BP starts, the competition area can only have coaches, interpreter, players and referees.

c.   The coach and interpreter must exit the competition area after Ban & Pick stage. The competition area only consists of players and referees.

2.4.   Competition network.

Use the unified supporting network equipment and standards of the competition, and the competition network restricts the connection of non-competition equipment.

2.5.   Network requirements.

A stable and high-speed broadband network must meet the wired equipment standards and network standards required by the competition.

2.6. Competition communication.

The communication software and the equipment specified by the competition. During the competition, the players in the official competition area can decide to wear the intercom headsets or not by themselves; the players in an unofficial competition area must wear intercom headsets, and they are not allowed to take off the headsets without reasonable reasons during the competition.

In the unofficial competition area, it is required to have a device that can log in to Discord, so that technical personnel and the broadcast staff can log in and communicate with the player(s).

2.7. Sign and confirm the match log.

The match log is filled out by the referee and signed and confirmed by the coach/captain. If the referee is unable to be present on-site, the coach/captain will fill it out by himself and complete the confirmation right after the match ends.

2.8. It is forbidden to wear communication equipment.

In order to ensure the fairness of the competition, it is prohibited to wear any unofficially designated electronic devices/equipment including but not limited to earphones, mobile phones, electronic watches, communication systems during the competition.

2.9. Prohibit the use of social media.

Social media, including but not limited to Line, Facebook, Instagram, Twitter, What's app, WeChat, Weibo, Tiktok are prohibited in the competition area.

2.10. Prohibit irrelevant communication.

Non-official personnel are forbidden to appear next to players in the competition area. All players must complete the competition independently, otherwise they will be suspected of cheating.

2.11. Video evidence collection throughout the game.

In order to ensure the fairness of the game, the whole process of the game at the unofficial competition area needs to be recorded for evidence collection. At least the upper body of the player and the mobile device must be included in the recording screen.

Players also need to project the mobile device screen to other devices (such as a computer) for screen recording or directly full screen record during the competition The recording can only be deleted three days after the game ends.

3. Pre-match online check-in and equipment adjustment and test.

3.1. Punctuality.

1）Players are in place: The referee will publish the information on time [60 minutes before the game] "There are 60 minutes before the game starts. The players are in place. Start the network and equipment adjustment and test." The players need to reply to the referee "ID + in place" to sign in and open the monitoring equipment before they can start the adjustment and test. After the monitoring equipment is turned on, it shall not be turned off for any reason until the end of the match.

2）Network and equipment adjustment test [60-30 minutes before the game]: After signing in, the players will start the adjustment and test of monitoring equipment, network setup and other equipment not directly related to the game, to ensure that the network is unblocked and the image and other equipment are operating normally. In order to ensure fairness, players who compete in the unofficial competition are should synchronize with those on the official competition area, and perform mobile devices, headsets and other related tests within [60-10 minutes before the match] (The test time for the team's second match of the day

are 15 minutes, please refer to "Checklist" for details of test items). If the players encounter equipment or network failures during the adjustment and test, the players must report to the referee in time.

3）Pre-match inspection [10 minutes before the match]: The referee must inspect the equipment of the players within 10 minutes before the match. At this time, the players should complete all the "Checklist" test items and sign for confirmation. The players must show the equipment and Checklist to the referee. The order of display equipment is: mobile devices, headsets, game server account, room environment, and Checklist. After the confirmation is completed, the players can no longer touch or operate other equipment unrelated to the game until the start of the game.

3.2. Break.

1）Application for departure: If players need to leave between games (such as rest, go to the bathroom, etc.), they must get the referee's approval before leaving their seats. At the same time, ensure that all game-related equipment is in the monitoring screen before leaving. The absence time cannot exceed the specified time. Before the start of the game, the player must return to the opponent's seat.

2）End of break: After the break, the players should repeat the pre-match debugging and inspection steps to ensure fairness and justice in the subsequent matches; the players on the unofficial competition area must use the monitoring camera to shoot the ears of the players, the bottom of the battle table and the competition equipment screen every time they enter and exit the battle room.

4. Players specifications.

4.1. Image.

Players must have clean, tidy face and hair, and no exaggerated accessories. Before the start of the game, it is necessary to obey the requirements of the competition party to make coordination adjustments.

4.2. Identity.

Before the start of the online competition, the referee will conduct temperature checks and identity checks on all Team Members.

4.3. Dress.

Team Members must wear team uniforms in accordance with regulations during the official competition. If there is any force majeure that prevents players from wearing team uniforms, players must wear regular photogenic clothing (pajamas, shorts, slippers, bare feet, etc. are prohibited) to participate in the event. (For details of the rules and costumes, please refer to Tournament Rules Chapter A Clause 6. For Team Members who do not follow the above mentioned dress rules, the Organizers reserve the right to refuse entry to the venue or continue to participate in the competition.)

4.4. Punishment.

In order to ensure the fairness of the event, the game server will monitor cheating in real time. The mobile devices and intercom equipment shall not be installed with any external hardware. Once the cheating is found after verification, it will be punished on the spot, and the game will be punished severely. Other violations of relevant competition regulations will be punished according to the seriousness of the circumstances (see the **Tournament Rules Chapter A Clause 15.3** for the relevant penalty regulations).

5. Pause trigger condition.

5.1. Wi-Fi pause trigger.

Under special circumstances of force majeure, the Organizers will allow players in unofficial competition areas to compete online (wired and wireless network access to the competition). Before the competition, standardized equipment and wired networks will be tested for multiple rounds. If the players determine to use wireless network which is not a standardized network solution and equipment to access the game, the Organizers will recommend the Team to replace the players in the Roster to ensure the stable progress of the game. If the Team still insists that the player (wireless Players with network access) play a game, on the

premise of respecting the Team's choice, at this time, it is deemed that the Team recognizes the network environment of the area where the player (player with wireless network access) is located.

In order to ensure the stable progress of the event, players who access via wireless network in unofficial competition area can only pause the game under the following conditions: network Ping value 460, game crash, game abnormality and major BUG. The rest of the players will follow the original rules. If there are frequent pings of 460 in a single game and result in two or more pauses, it will be judged as extremely instability. In this force majeure network environment, in order to ensure the stable progress of the event, the Team must within 2 minutes replace the unstable players to substitute players to play and use the same heroes, arcanas, enchantments, and settings of the next player to continue directly with the authorities. The replaced player cannot play anymore on the same day.

5.2.   Other pause trigger conditions.

The above is the new suspension triggering rule for online competitions. For other suspension triggering conditions and handling methods, please refer to the rules **Tournament Rules Chapter B Clause 3.2.**

In order to ensure the stable progress of the event, when the Team and/or Team Members pause the game due to the network and equipment issues more than five (5) times or restart the game more than one (1) time, the Organizers may postpone such match and continue with the following matches. In the situation that such Teams are not able to fix the network or the equipment issues by the designated date that the match has been postponed to, the Organizer may disqualify such Teams and/or Team Members.

6.   Extreme situations and solutions.

6.1.   Competition area factor.

1） Force majeure on the venue (such as special circumstances of the epidemic): The Team should inform the Organizers in advance, and the Organizers will make unified arrangements based on the actual situation under the premise of ensuring safety.
2） Sudden power outage during the game: During the game, if there is a sudden power outage, the game will be suspended at this time, and the backup power supply will be used to keep the power of the game equipment stable. After the equipment and the network are stable, the Teams will be notified to continue the game. If the waiting time for recovery after a power outage exceeds 15 minutes, the Organizers will give priority to other games of the day. After the game equipment and network are stabilized, the subsequent events can be played immediately. If the competition environment and recovery time are determined by the competition as not meeting the criteria for continuing the competition, the competition will be handled in accordance with the rules. For details, please refer to the **Tournament Rules Chapter B Clause 3**.

3） Force majeure factors during the match: If extreme force majeure conditions such as earthquakes. and tsunamis occur during the match, the match will be suspended and postponed. At the same time, priority will be given to other matches of the day.

6.2.   Participant factors.

1） After the first line-up is submitted, the first line-up players have a suspected COVID-19 infection before the game: the Team needs to inform the Organizers in time and submit the documents (including but not limited to hospital certificates, etc.), and complete the replacement of registered players within 2 hours after the Organizers permission. Due to the suspected epidemic situation, changing the first line-up before the game will not be punished.

2） The coach has force majeure factors: including but not limited to the epidemic situation and the Internet, the Team needs to replace the coach with a Team Member in the Roster. Coaches affected by the special situation, such as the epidemic, can join the tournament after the special situation is lifted.

6.3.   Other factors.

1） External interference:
If an online player has external interference (such as community home visits, epidemic search, etc.) that cannot be played during the game, the referee must be notified in time. The game will be suspended, and the situation will be recorded as much as possible (audio and video recording, taking photos, etc.). If the timeout is longer than 5 minutes, in order to ensure the smooth progress of the game, the Team must play with 4 members. The team cannot replace new members during the game The team is allowed to make substitutions player for the next game. The players who have been replaced are not allowed to play anymore on the same

day. The relevant certificates (including but not limited to audio, video, etc.) must be provided to the Organizers after the game.

2) Equipment failure:
   If an online access player has equipment failure (including but not limited to handheld devices, communication equipment, and anti-cheat equipment) during the game, the referee must be notified immediately, the game will be suspended, and help to repair/replace with spare equipment. If there is no spare equipment or all are faulty, and the repair takes more than 5 minutes, in order to ensure the smooth progress of the game, the Team must play with 4 members. The team cannot replace new members during the game. The team is allowed to make substitutions player for the next game. The player who has been placed cannot play anymore on the same day.

3) Other extreme situations and handling: Please refer to the **Tournament Rules Chapter A Clause 17** for details.

"Tournament Online Competition Regulations" is applicable to the Tournament. Teams need to abide by and cooperate. The optimization and adjustments due to actual conditions, the Organizers will be synchronized and revised in time.

It is said that the right to interpret the rules of the Tournament is owned by the Organizers. For unsettled matters, shall follow the Tournament Rules and the interpretation of the Organizers shall prevail.

On-site configuration instructions for unofficial competition area:

1. In case Teams need to join the Tournament in the Teams' gaming houses due to COVID-19 epidemic situations, the Organizers will assign official referees to the gaming houses to judge with anti-cheating system required as follows:

    a.   Camera*1: Shoot all players.

    b.   Camera*5: POV cam. (optional)

    c.   Camera*n: Completely shooting the competition area

    d.   Headphone communication: players can decide whether to wear headphones or not. If players choose to wear headphones, players should use the official recommended option 2 stated as below.

Team Radio Equipment Requirement				
	Devices	**Amount**	**Description**	**Comment**
Option 1	Iphone 11 pro max headphone	5	Connected to Game iphone for Ingame sound	For players. To keep the transmission stable, please NOT using wireless one
	Wireless headphones	1		For Coach Team Radio
	Headset	5	Connected to laptop for Team Radio	For players
	Walkie Talkie	3	For Referee/ Director/League Ops	Amount is flexible on how many studio staff needs to be involved
	Laptop	6	Connecting the headset and build the Team Radio Channel	To build the team radio channel
Option 2	Wireless headphones	1		For Coach Team Radio
	Headset	5	Connected to laptop for Team Radio	For players
	Walkie Talkie	3	For Referee/ Director/League Ops	Amount is flexible on how many studio staff needs to be involved
	Laptop	6	Connecting the headset and build the Team Radio Channel	To build the team radio channel

2. Any Team who joins the Tournament related events in Team's gaming house and players' private residences due to the epidemic, in addition, the Organizers will not be able to assign official referees to make the judgments in the gaming houses, the Organizers will arrange referees for online judgments with anti-cheating system required as follows:

    a.   Camera*1: All players in the gaming house.

    b.   Camera *4: POV cam shot each player in the gaming houses.

    c.   Camera*n: Completely shooting of the competition area

    d.   Camera *n: Shooting of the player's hands and mobile devices operations on the player's shoulder. A single camera can shoot up to two players.

    e.   Headphone communication:
    Players can decide whether to wear headphones or not. If players choose to wear headphones, players have to use the following solution: connect the wired headsets to the mobile devices (iPhone adapter: charging and headsets adapter). Before the game starts, players have to show to the camera that there are only AOV and communication software, officially approved communication software, running. Players also need to turn on the guided access mode.

    f.   Anti-cheating measures against online ruling teams include but are not limited to:

    (i)   Players need to project the mobile device screen to other devices (such as a computer) for screen recording or directly full screen recording during the competition. The recording has to be uploaded to the Organizers to prove that the players are not cheating.

    (ii)   The above-mentioned camera must shoot the player's current operation screen.

    (iii)   All players must turn on the in-game "Screen Record" function in AOV. Players have to make sure to click *Save* on the post-match settlement screen, and send the videos to the official staff within two hours after the end of the match.