



ARENA OF VALOR PREMIER LEAGUE 2022: VIETNAM

Tournament Rules and Regulations

2022.11



Arena of Valor Premier League 2022: Vietnam

Tournament Rules and Regulations

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Chapter A. General Regulations

1. Outline of the tournament:

- 1.1 Garena Online Private Limited and Tencent Games ("Organizers") are organizing a tournament "Arena of Valor Premier League 2022: Vietnam" (the "Tournament") for "Arena of Valor" (the "Game") to be held from 16 November to 11 December ("Tournament Period").
- 1.2 The Tournament shall be conducted in accordance with this Tournament Rules and Regulations.
- 1.3 These Tournament Rules and Regulations are drafted by the Organizers.
- 1.4 These Tournament Rules and Regulations are only applicable to the Tournament and all Teams and/or Team Members in relation to the Tournament.
- 1.5 The Organizers reserves the right to amend these Tournament Rules and Regulations from time to time at their sole discretion.
- 1.6 The Organizers reserves the right of final interpretation of these Tournament Rules and Regulations.

2. Entry Requirements

- 2.1 To participate in the Tournament, Teams shall:
 - (a) satisfy the minimum age requirement of the region they represent;
 - (b) have a Game account personal to such player;
 - (c) not be a current employee (including intern), officer, or director and/or independent contractors of Garena Online Private Limited or Tencent.
- 2.2 In the event Teams and/or Team Members are found to be ineligible to participate in the Tournament as specified in Clause 2.1 of Chapter A or are found to have gained insider information of the Tournament, such Teams and/or Team Members shall immediately be disqualified, and such Teams and/or Team Members shall forfeit any Prize Money they have received from the Tournament, where applicable.

3. Obligations of Team Members

- 3.1 Teams represent and warrant (where applicable) that he/she:
 - (a) shall comply with all applicable laws in performing under these Tournament Rules and Regulations;
 - (b) has full capacity, authority and legal right to agree to these Tournament Rules and Regulations;
 - (c) all information and/or data provided during the registration process, profile creation and/or subsequent communication with Organizers, where applicable are complete, truthful and accurate;
 - (d) has not been blacklisted by the Game for inappropriate conduct;
 - (e) has not violated any of the Game's terms of services including but not limited to the end user license agreement and privacy policies;
 - (f) shall not attempt to undermine the legitimate operation of the Tournament by providing false information;
 - (g) shall not threaten, harass or display any threatening and/or harassing behavior towards other Teams, the audience, fans and/or Organizers (including its employees and representatives);
 - (h) shall not behave, post or make directly or indirectly, any untrue, detrimental or derogatory statement in relation to the Tournament, the Game, the Organizers and/or its officers or employees or any statement with the intent of damaging or lowering the reputation of the Tournament, the Game, the Organizers and/or any of its officers or employees; or any public statements about the Tournament, the Game, the Organizers and/or any of its officers or employees without the Organizers' prior consent;



- (i) shall provide further information as required by Organizers within the specified timeframe, from time to time;
- (j) shall protect the Game accounts as provided by the Organizers for the purposes of the Tournament;
- (k) shall not engage in any form of betting and/or gambling with the Teams, Team Members and/or third parties on any content and/or results in relation to the Tournament;
- (l) shall for the Tournament, display good sportsmanship;
- (m) is in compliance and will remain in compliance with all applicable anti-bribery Laws including but not limited to the Prevent of Corruption Act (Cap.241) of the Republic of Singapore, UK Bribery Act 2010, US Foreign Corrupt Practices Act or Australian Criminal Code Act 1995 (collectively, “Anti-Bribery Laws”), prior to participating in the Tournament and during the course of the Tournament; and (ii) shall not during the course of the Tournament give or offer to give or authorise to give to any person, or request or accept or authorise the request or acceptance of, directly or indirectly, any gift or consideration of any kind, facilitation payments, or anything of value (including without limitation to cash, cash equivalents like gifts, services, employment offers, loans, travel and entertainment, charitable donations, sponsorships, business opportunities, favourable contracts or giving anything) as an inducement or reward for doing or not doing, or for having done or not done any action, or for keeping an improper or unfair advantage in relation to the Tournament; and
- (n) shall not engage in actions contrary to these Tournament Rules and Regulations.

4. Teams

4.1 Sponsor

- 4.1.1 Each Team may get a sponsor for the purposes of sponsoring the Team during the Tournament with no restrictions on the number of sponsors for each Team.
- 4.1.2 Teams are required to submit all relevant information about their sponsors in the event that they are being sponsored for the purposes of the Tournament and the Organizers reserve the right to request the Teams to modify and/or remove any placement of their sponsors’ logo, trademark, tradename and/or products from the Tournament at their sole discretion.

4.2 Team Size Limits

- 4.2.1 A team shall consist of:
 - (a) a minimum of six (6) to a maximum of eight (8) players (“Team Members”); and
 - (b) a maximum of one (1) coach, one (1) manager, and where applicable (“Team Support Members”).(Team Members and Team Support Members, collectively, the “Team”).
- 4.2.2 A list with the Team’s information as required by the Organizers including but not limited to names, dates of birth and/or in-game nicknames where applicable (“Team Roster”) for the purposes of the Tournament shall be submitted to the Organizers by the applicable due date.
- 4.2.3 Only Team Members as listed in the submitted Team Roster may participate in the Tournament and such submitted Team Roster shall be valid for the Tournament Period.

4.3 Change in Team Roster

- 4.3.1 Subject to Clause 4.3.2 of Chapter A, Team Roster when submitted to the Organizers shall not be modified or revised in any way.
- 4.3.2 Subject to Organizers’ written approval which shall be at Organizer’s sole discretion, changes in the Team Roster may be allowed in the event where an applicable Team’s participation in the Tournament is affected which shall be assessed on a case by case basis and the Organizers reserve the right to the impose any penalties on such Team(s). For the avoidance of doubt, Organizers’ approval of allowing changes to the submitted Team Roster and decision to impose any applicable penalties on such Team(s) under Clause 4.3.2 of Chapter A shall be at the Organizers’ sole discretion.

4.4 Team name, Team tag and Team Member nickname



- 4.4.1 For the purposes of the Tournament, the participating Teams' names, Teams' tags and Team Members' nicknames shall:
- (a) consist entirely of English alphabets and/or numerical values;
 - (b) not contain any vulgarities;
 - (c) not cause any confusion in relation to the Game, the Game's characters and/or products and/or services in relation to the Game;
 - (d) not contain any special characters;
 - (e) not exceed the applicable word count; and
 - (f) specific to the Team tag, shall not exceed a combined total of three (3) English alphabets and/or numerical values.
- 4.4.2 For the avoidance of doubt, all Team names, Team tags and Team Members' nicknames are subject to the Organizers' written approval and the Organizers reserves the right at their sole discretion to reject and/or request for any Team names, Team tags and/or Team Members' nicknames to be amended to its absolute satisfaction.

5. Team equipment

5.1 Equipment provided by Organizers

For the purposes of the Tournament, the Organizer will provide the following equipment to the Team ("Provided Equipment") and Team Members shall use such equipment as provided by the Organizer for the Tournament Period:

- (a) Tables, mobile device cradles, chairs and voice systems

Tables, chairs, mobile devices, cradle as well as voice systems will be provided by the Organizers and Team Members shall use the voice chat program designated by the Organizers.

Team Members acknowledge and agree that Organizers may monitor and record the chats between the Teams and/or Team Members during the course of the Tournament via the provided voice systems for issues resolution as well as publicity purposes.

- (b) Mobile devices

Official mobile devices with their applicable adapters and chargers will be provided to each Team Member by the Organizers.

Modifications to such mobile devices including but not limited to the application of screen protectors, phone cases and/or removal of any labels from the mobile devices as provided by the Organizers are strictly prohibited without the permission of the Organizers. More details about the facilities and devices of the competition are stated in Appendix 2.

- (c) Headsets and earphones

Team Members shall only use the headset and earphones as provided by the Organizers and modifications to and/or removal of any labels from such headset and/or earphones are strictly prohibited.

- (d) Cable LAN adaptor

Team Members shall use the LAN cable for the purposes of their participation in the Tournament unless otherwise advised by the Organizers. For the avoidance of doubt, all Provided Equipment are selected and provided to the Teams at the Organizers' sole discretion and the Teams shall be liable for any damages or loss to/of the Provided Equipment.

Installation of any applications and/or programs on the Provided Equipment is strictly prohibited and in the event that Teams and/or Team Members are found to be in violation of this Clause 5 of Chapter A, the Organizers reserves the right at their sole discretion to penalize and/or disqualify such Teams and/or Team Members and such Teams and/or Team Members.

Equipment owned by Team Member and/or Team



Usage of devices and/or equipment owned by a Team Member and/or Team for their participation in the Tournament is strictly prohibited unless otherwise approved by the Organizer in writing at their sole discretion.

5.2 Other Team Members' equipment

Team Members shall not use or access other the opposing Team Members' equipment for any reasons unless otherwise approved by the Organizers. In the event that a Team Member requires any additional devices, such request shall be made to the referee.

5.3 Equipment replacement

In the event of any technical issues during the course of the Tournament, a referee as designated by the Organizer shall inspect, examine, diagnose and/or resolve such technical issues with the equipment.

The referee may at his/her sole discretion order a replacement for the equipment in question.

5.4 Team Members' Game Account

5.4.1 Game accounts for official matches under the Tournament will be provided by the Organizers. Any forms of scrimming and/or practices on the Tournament servers shall be done through the Team Members' personal Game accounts. For the purposes of ensuring the operations and quality of the Tournament, Organizers may restrict any practices by Team Members to specific servers and timings at the Organizers' sole discretion.

5.4.2 Team Members shall use their own Game accounts provided by the Organizers mentioned in Chapter A Clause 5.5.1 for all official matches under the Tournament.

6. Team's Attire

6.1 Team Members are required to wear approved uniforms during the Tournament and for any events in relation to the Tournament including but not limited to interviews before, during and/or after the Tournament.

6.2 Team Members' attire may contain sponsors' trademarks, trade names and/or logos

6.3 Designs for Team Members' uniform shall be:

- (a) in accordance with applicable law and/or regulations; and
- (b) submitted for the Organizers' approval prior to the applicable deadline.

6.4 Subject to applicable law and/or regulations, Team Members shall not do any headgears and/or accessories during the course of the Tournament that would obstruct such Team Members' facial features unless otherwise approved by the Organizer in writing which shall be assessed on a case by case basis.

6.5 For the avoidance of doubt, during the course of the Tournament, the Organizers may at their sole discretion require the Team Members to modify their attire.

6.6 The attire for the Team Support Members shall be at a minimum, collared shirts/jackets/Team jerseys with long pants and shoes.

6.7 No slippers are allowed for any members of the Team during the course of the Tournament unless otherwise approved in writing by the Organizers and the Organizers reserves the right to deny such members of the Team from entering the Arena.

7. Arena

7.1 General access

The space where the Tournament is held ("Arena") shall be segregated into zones and access to the zones by the Team shall be as designated by the Organizers at their sole discretion.

7.2 Competition area

7.2.1 Competition area is the game booth with a segmented area in the Arena that Team Members will be seated in for their participation in the game.



- 7.2.2 In the Competition Area, Teams shall not carry any electronic, wireless and/or storage devices including but not limited to mobile devices, tablets, flash drives, MP3 players and/or smart watches. All such wireless devices shall be handed to the referee for safe keeping prior to the Team's entry into the Competition Area.
- 7.2.3 Food is strictly prohibited in the Competition Area. Only beverages in nondescript containers are allowed in the Competition Area. For the avoidance of doubt, containers for beverages as used by the Team in the Competition Area shall not contain any non-sponsors' logos, trademarks and/or trade names.
- 7.2.4 Personal belongings brought into the Competition Area by the Teams shall be kept at a minimum and the Organizers reserve the right to designate the type and/or quantity of personal belongings that can be brought into the Competition Area by Teams at their sole discretion. For the avoidance of doubt, no metal accessories shall be brought into the Competition Area.

8. Behavior of Teams and/or Team Members' behavior during the Tournament

- 8.1 The following behaviors by the Teams shall constitute unacceptable behaviors and may be penalized at the Organizers' sole discretion:
 - (a) Private agreements to share the Prize Money or any other rewards obtained under the Tournament or rigging or fixing of matches;
 - (b) Communicating with any other personnel not participating in the applicable matches by way of electronic devices and/or other forms of communications;
 - (c) Losing the game(s) on purpose or inducing other Team Members to do so;
 - (d) Sharing of official Game accounts as provided by the Organizers to the Teams and/or Team Members with a third party;
 - (e) Exploiting any in-Game bugs for the purposes of seeking unfair advantages and/or disrupting the games;
 - (f) Specific to the Team Members participating in a match, looking at or listening to the spectator monitors; and
 - (g) Any forms or methods to gain unfair advantages during the games.
- 8.2 All behaviors by Teams not during Tournament time or not in the place that the Organizers request Teams to go to shall be fully responsible by the Teams. All the consequences shall not be related to the Tournament and the Organizers.

8.3 Insult and use of unpleasant words

Teams shall not taunt, encourage and/or instigate hostility and/or discrimination during the Tournament Period in any form or method, whether verbal, in text and/or over the Internet. Teams shall not threaten, harass or display any threatening and/or harassing behavior towards other Teams, the audience, fans and/or the Organizers (including their employees and representatives)

8.4 Interrupting the Arena

Handling of any equipment in the Arena is strictly prohibited unless otherwise instructed by the Organizers' personnel.

8.5 Communication without notice

- 8.5.1 Teams shall:
 - (a) turn off all personal communication devices before the commencement of any matches; and
 - (b) not carry such personal communication devices into the Competition Area.
- 8.5.2 Usage of any personal communication devices in the Competition Area are strictly prohibited.
- 8.5.3 Watching the live stream of the match or communications through any social media and/or communications sites by Team Members participating in a match are strictly prohibited.
- 8.5.4 This includes but not limited to Facebook, Twitter, Instagram, online forum/message board, e-mail and messengers.

8.6 Text messaging

During the course of the games, text messaging (typing) is strictly prohibited.



9. Intellectual Property Rights

- 9.1 If and to the extent that the Teams own any rights in any materials created or captured during the course of the Tournament, the Teams grant to the Organizers, theirs and their subsidiaries' and affiliates' agents, contractors and partners, an irrevocable, royalty-free, worldwide, perpetual and sub-licensable license to reproduce, distribute, transmit, create derivative works of, publicly display, publicly perform and otherwise exploit such materials and all derivative works thereof.
- 9.2 Without expectation of compensation or other remuneration, now or in the future, the Teams grant to Organizers, theirs and their subsidiaries' and affiliates' agents, contractor and partners, an irrevocable, royalty-free, worldwide, perpetual and sub-licensable license to use the Teams' image, likeness and/or interview statements (collectively, the "Materials") in any manner, form, or format whatsoever now or hereinafter created, including on the Internet, and for any purpose, including, but not limited to, advertising or promotion of the Organizers, their subsidiaries', their affiliates and/or their services.
- 9.3 This license shall include but is not limited to:
- (a) the right to use the name of the applicable individual;
 - (b) the right to interview, film, photograph, tape, or otherwise make a video reproduction of the applicable individual and/or record the applicable individual's voice;
 - (c) the right to use quotes from any applicable interview(s) (or excerpts of such quotes), the film, photograph(s), tape(s) or reproduction(s) of the applicable individual, and/or recording of the applicable individual's voice, in part or in whole, in the Organizers' publications, in newspapers, magazines and other print media, on television, radio and electronic media (including the Internet), in theatrical media and/or in mailings for marketing, publicity and promotional purposes; and
 - (d) the Teams' and their sponsors' names, logos, brands and/or trademarks, where applicable.
- 9.4 It is understood that all of the Materials, and all films, audiotapes, videotapes, reproductions, media, plates, negatives, photocopies, and electronic and digital copies of the Materials, are the sole property of the Organizers.
- 9.5 The Teams agree not to contest the rights or authority granted to the Organizers hereunder. The Teams hereby forever release and discharge Organizers, theirs and their subsidiaries' and affiliates' agents, contractor and partners, successors, and assigns from any claims, actions, damages, liabilities, costs, or demands whatsoever arising by reason of defamation, invasion of privacy, right of publicity, copyright infringement, or any other applicable personal or property rights from or related to any use of the Materials. The Teams agrees that the Organizers are under no obligation to use the Materials.
- 9.6 For the avoidance of doubt, the Teams and/or Team Members are not allowed to reproduce, distribute, transmit, create derivative works of, publicly display and publicly perform any content, in relation to the Tournament, or permit any 3rd party to do so without the prior written approval from the Organizers.

10. Confidential Information

- 10.1 "Confidential Information" means all information that the Organizers deems to be confidential.
- 10.2 Teams shall:
- (a) treat as confidential all Confidential Information of the Organizers;
 - (b) not disclose that Confidential Information to any third party;
 - (c) not use that Confidential Information except in connection with performing their obligations or exercising their rights under these Tournament Rules and Regulations.

11. Personal Data

Teams and Team Members agree to Organizers' collection, use and disclosure of their personal data for the purposes of contacting the Teams or their authorised representative by phone call, SMS or email in relation to the Tournament, and for any and all other purposes related or incidental to the Teams' participation in the Tournament.



12. Absence

In the event Teams and/or their Team Members are absent from any applicable games without the Organizers' prior written approval or with any valid reasons, such Teams and/or Team Members will be penalized at the Organizers' sole discretion.

13. Restriction of participation in 3rd party events

13.1 Team Members shall not participate in any other events similar to the Tournament without the Organizers' prior approval should there be a conflict in schedules between such events and the Tournament.

13.2 In the event (i) a Team Members' attendance in the Tournament is affected; and (ii) such Team Member has not seek prior approval from the Organizers for his/her participation in such events as specified in this Clause 13.2 of Chapter A, the Organizers reserve the right at their sole discretion to penalize and/or disqualify such Team Member(s) and/or the Team(s) subject to Clause 15 of Chapter A.

14. Responsibility of Team Manager

The Team's manager shall be responsible for the behavior of the Team during the Tournament.

15. Organizers' Decision

15.1 The Organizers reserve the right at their sole discretion to penalize and/or disqualify Team Member(s) and/or the Team(s) in the event Team Member(s) and/or the Team(s) are found to be in violation of these Tournament Rules and Regulation and in the event such Team Members and/or Teams are disqualified, such Team Members and/or Teams shall forfeit any Prize Money they have received from the Tournament, where applicable.

15.2 All Teams may be subject to a due diligence review at any time for compliance with these Tournament Rules and Regulations. Determination of eligibility and compliance is at Organizers' sole discretion and Organizers' decision on all matters regarding the Tournament is final and binding on all Teams and Organizers shall not be required to provide any reason or explanation for its decision. Any reason or explanation provided by Organizers is for information only, shall not be binding on the Organizers and does not constitute any representation, warranty or undertaking as to future action or otherwise.

15.3 Penalties as specified below may be applicable in the event of any violations of the above by any Teams:

- (a) Verbal Warning;
- (b) Forfeit of ban opportunity in the next game; and/or
- (c) Next game defeat (1 match = 3 games/5 games/7 games of other stages).

16. Termination

The Organizers reserve the right to suspend or terminate the Tournament at its sole discretion and at any time. The exercise by Organizers of their right to suspend or terminate the Tournament shall not entitle Teams to any fees, damages, claims for expenses or lost profits, or any other recourse in law or in equity in respect of such suspension or termination.

17. Force Majeure Events

The Organizers shall not be liable to Teams or be deemed to be in breach of these Tournament Rules and Regulations by reason of any delay in performing or failure to perform any of its obligations, if such delay or failure was due to any event or circumstances beyond the Organizers' reasonable control ("Force Majeure Events").

18. Tournament records

The Organizers shall have the right to collect any records and/or data related to the Tournament and Teams agree to fully cooperate with all Organizers' requests under this Clause 18 of Chapter A.

19. Public Relations



19.1 The Organizers are entitled to request Teams to participate in any marketing, advertising and/or press releases in relation to the Game and/or the Tournament (“PR Events”) and such Teams shall fully cooperate with the Organizers for such requests.

19.2 For the avoidance of doubt, PR Events shall include but are not limited to interviews, video and photography shoots.

20. No Waiver

A failure by the Organizers to exercise or enforce any rights conferred upon them by these Tournament Rules and Regulations shall not be deemed to be a waiver of any such rights or operate so as to bar the exercise or enforcement thereof at any subsequent time or times. Any express statement of a right of the Organizers herein is without prejudice to any other right of the Organizers expressly stated herein or arising at law.

21. Severability

If at any time any provision of these Tournament Rules and Regulations shall be or shall become illegal, invalid or unenforceable in any respect, the legality, validity and enforceability of the remaining provisions of these Tournament Rules and Regulations shall not be affected or impaired thereby, and shall continue in force as if such illegal, invalid or unenforceable provision was severed from these Tournament Rules and Regulations.

22. Rights of Third Parties

A person or entity who is not a party to these Tournament Rules and Regulations shall have no right to enforce or to enjoy the benefit of any term of these Tournament Rules and Regulations.

23. Disclaimer

23.1 All applicable content for the purposes of the Tournament is provided on an “as is” and “as available” basis. The Organizers disclaim all representations and warranties (express or implied), including any warranties of merchantability and fitness for a particular purpose. The Organizers are not responsible for any incomplete, failed and/or delayed transmission of the Teams’ registration and/or submission of information due to the Internet, including interruptions or delays caused by Provided Equipment, equipment and/or software malfunction or other technical problems.

23.2 The Teams understand and agree that travel contains some inherent element of risk of accident, illness, injury, loss or death. In no event will the Organizers, their affiliates, or agents be liable for any harm, damage claim, loss or other action relation to or arising out of any travel in connection with the Tournament.

24. Governing Law

These Tournament Rules and Regulations shall be governed by and construed in accordance with the laws of Singapore, and each Team submits to the non-exclusive jurisdiction of the courts of Singapore.



Chapter B. Specific Regulations

1. Tournament structure

1.1 Matches and Games

Victory/defeat shall be determined by the highest wins in a given number of games under a match.

1.2 Details of the Tournament

<p>Group Stage</p> <ul style="list-style-type: none"> • Double Round Robin. • Twelve (12) Teams will be split evenly into four (4) groups. Each Team will play one (1) match of best-of-five games (BO5) against every other Team from the same group. • The winner of the match gets one (1) point / The loser of the match gets zero (0) point • All matches are played in BO5. • Top two (2) Teams in each group will proceed to the Quarter Finals. • Global Ban & Pick rule shall apply. 	
<p>Quarter Finals and Semi Finals (collectively the “Knock-out Stage”)</p> <ul style="list-style-type: none"> • Double Elimination • Best-of-five games (BO5) for the first round in the Quarter Finals and loser bracket. • Best-of-seven games (BO7) for the onwards matches. • Details of the match ups can be found under Clause 1.3.3 of Chapter B and BO5 matches are in brown while BO7 are in grey. • Global Ban & Pick rule shall apply. 	<p>Eight (8) Teams with highest ranking from the four (4) groups shall proceed to the Knock-out Stage</p>
<p>Grand Final</p> <ul style="list-style-type: none"> • Single Elimination • Best-of-seven games (BO7). • Global Ban & Pick rule shall apply. 	<p>The two (2) winning Teams in the Semi Finals will compete in the Grand Final</p>

1.3 Tournament schedule and location

1.3.1 Group Stage Draw method

Twelve (12) Teams from the league, Arena of Glory (AOG), AOV Star League (ASL), Garena Challenger Series (GCS), and RoV Pro League (RPL), groupings will be randomly drawn and divided evenly into Group A, B, C, and D with the below rules:

- The champion of each league (AOG, ASL, GCS, RPL) will be separated into 4 groups from the beginning.
- Each group will have three (3) Teams. The Teams from the same league will not be in the same group. When the Team is drawn to the group that has had the same league’s team already, the later drawn Team will be automatically put to the next order group.

Illustrative example: the 3rd team from AOG (AOG 3) can only be in group B or D, the 3rd team of GCS (GCS 3) can only be in group A or D, the 3rd team of RPL (RPL 3) can only be in group A or C and the 3rd team of ASL (ASL 3) can only be in group B or C.

If Draw A3 is ASL 3, then ASL 3 needs to move to group B. At this moment, AOG 3 can only be in group D. Meanwhile, there is only group A left for GCS 3. Therefore, GCS 3 will be in group A and RPL 3 will take the last slot in group C.

Group A	Group B	Group C	Group D
ASL	GCS	AOG	RPL
AOG	RPL	GCS	ASL
Draw A3	Draw B3	Draw C3	Draw D3

1.3.2 Stage 1: Group Stage

The Group Stage will take place over a course of six (6) days: 16 November 2022– 21 November 2022 according to Double Round Robin BO5.

Date	16 th November	17 th November	18 th November	19 th November	20 th November	21 st November
Group	Group A, B, C, and D	Group A, B, C, and D	Group A, B, C, and D	Group A, B, C, and D	Group A, B, C, and D	Group A, B, C, and D
BO	4 BO5	4 BO5	4 BO5	4 BO5	4 BO5	4 BO5

(a) Match results as 3-0, 3-1, or 3-2: the winning team gets 1 point; the losing team gets 0 point.

The two (2) Teams with the highest scores in each group will advance to the Quarter Finals and Semi Finals.

Group A	Group B	Group C	Group D
A1	B1	C1	D1
A2	B2	C2	D2

1.3.3 Stage 2: Quarter Finals and Semi Finals

Quarter Finals will take place over the course of four (4) days: 26th November 2022, 27th November 2022, 3rd December, 4th December with BO5 and BO7.

Semi Finals will take place over the course of two (2) days: 10th December 2022 – 11st December 2022 with BO7.

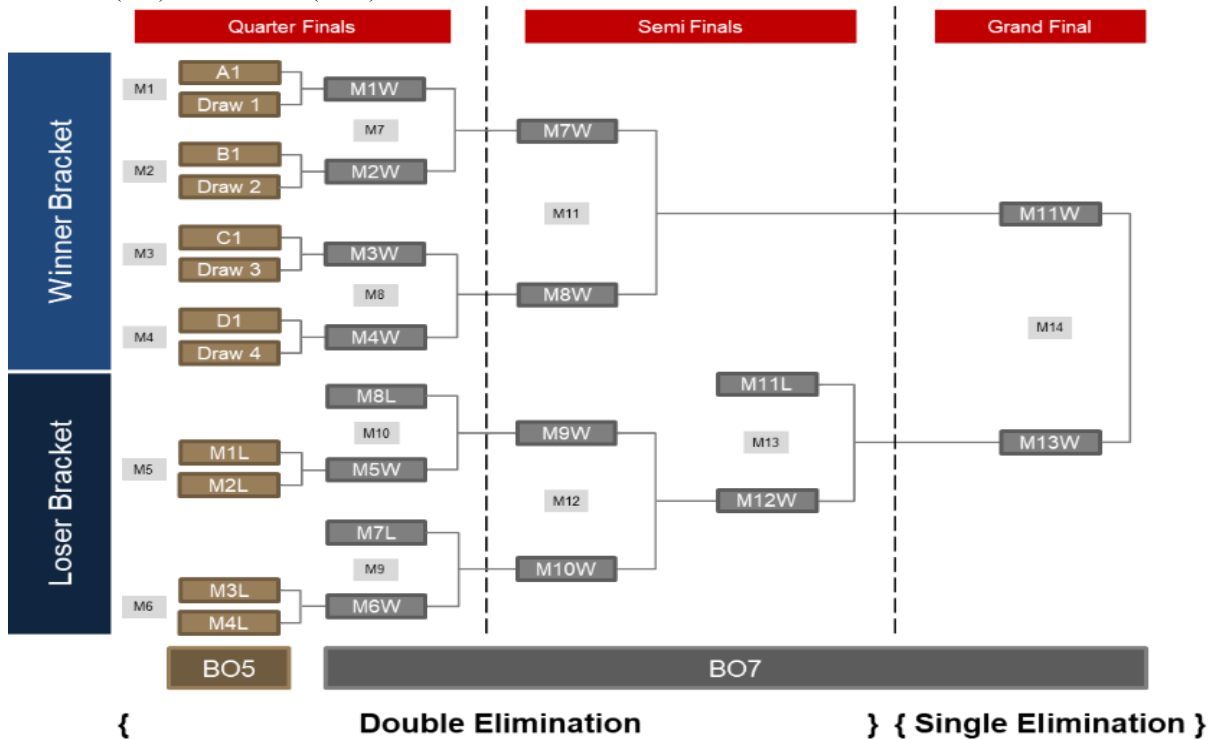
For the avoidance of doubt, the Quarter Finals and the Semi Finals shall be conducted on a double elimination basis.

The Teams with the highest score in each group (A1, B1, C1 and D1) will be arranged to the four (4) different matchups of M1, M2, M3 and M4 separately.

The Teams with the second highest score in each group will be randomly drawn to the four (4) different matchups of M1, M2, M3 and M4 separately.

Match 1 (M1) to Match 6 (M6): BO5

Match 7 (M7) to Match 13 (M13): BO7



26 th November	27th November	3rd December	4th December
BO5*3	BO5*3	BO7*2	BO7*2
M1: A1 -	M3: C1 -	M7: M1W – M2W	M9: M8L – M5W
M2: B1 -	M4: D1 -	M8: M3W – M4W	M10: M7L – M6W
M5: M1L – M2L	M6: M3L – M4L		

10th December	11th December
BO7*2	BO7*2
M11: M7W – M8W	M13: M11L – M12W
M12: M9W – M10W	M14: M11W – M13W

1.3.4 Stage 3: Grand Final

Two winning Teams in the Semi Finals will take part in the Grand Final match on 11th December 2022 with BO7.

For the avoidance of doubt, the Grand Final shall be conducted on a single elimination basis.

Match 14 (M14): BO7

1.3.5 Prize Money

Ranking	Prize money (USD)
1st	400,000
2nd	200,000
3rd	130,000
4th	60,000
5th	40,000
6th	40,000
7th	30,000
8th	30,000
9th	5,000
10th	5,000
11th	5,000
12th	5,000
Title	Prize money (USD)
Final MVP	15,000
Best Jungle Player	7,000
Best Mid Lane Player	7,000
Best Support Player	7,000
Best Abyssal Dragon Lane Player	7,000
Best Dark Slayer Lane Player	7,000

2. Tournament progress

2.1 Arrival at the Arena

Team members must arrive at the studio before the time requested by the Committee. If late or absent without informing, there may be a discipline by the Committee's discretion.

2.2 Seating arrangements

Every Team Member has to sit in their assigned seats as follows:

In the competition area:

In a row:

LEFT					RIGHT				
DSL	JUG	MID	ADL	SUP	SUP	ADL	MID	JUG	DSL
Camera									



2.3 Settings before match

2.3.1 Setting time

Team Members will be provided with twenty (20) minutes before the matches to do any applicable settings (“Settings Period”). The Settings Period will commence once the Team Members enter the Competition Area and the Team Members are not allowed to leave the Competition Area during the Settings Period, unless accompanied by a referee or a staff of the Organizers.

Within the Settings Period, Team Members shall finish preparing the voice chat systems, mobile devices, equipment, system and/or Game settings as applicable to the matches and such settings shall be confirmed by the referee before the commencement of the matches.

In the event of any delays during the Settings Period due to valid reasons, the Organizers may extend the Settings Period at their sole discretion.

2.3.2 Pre Test

All Team Members are to check their settings prior to the commencement of the matches and such Team Member shall be responsible for any settings related issues that occur during the matches unless such issues are caused by an instruction from the Organizers. The Team Member shall sign on the checklist provided by the Organizers, after doing the test and confirm everything is settled without problems.

2.3.3 Provided Equipment

Team Members shall notify the referee immediately in the event of any issues with the Provided Equipment and appropriate actions shall be taken by the referee to resolve such issues.

2.3.4 Change of the mobile device network settings

Modifications or changes in the mobile devices’ network settings as provided by the Organizers to the Team Members for the purposes of the Tournament are strictly prohibited. In the event of any violations, the Organizers reserve the right to impose a penalty on such Team Member and/or the Team.

2.3.5 Access to the Game server

Team Members shall use the LAN cable as provided by the Organizers during the course of the Tournament for the purposes of their participations in the matches to connect the mobile devices to the servers and phone calls on such mobile devices are strictly prohibited.

2.3.6 In-Game lobby

The Organizers will create the official in-Game lobby and subject to Clause 2.3.1 of Chapter B, the referee will guide the Team Members into the in-Game lobby.

When enter In-Game lobby, every Team Member has to stay at the assigned positions as follow:

In-Game lobby:

Blue Camp	ADL	JUG	DSL	MID	SUP
Red Camp	ADL	JUG	DSL	MID	SUP

2.4 Change of schedule

Organizers reserve the right to amend the Tournament’s schedule from time to time at its sole discretion and any modification in the Tournament’s schedule as requested by a Team shall be assessed on a case by case basis.

2.4.1 Additional update to Game heroes and Game heroes’ skin

Subject to Clause 1.5 of Chapter A, the matches under the Tournament will be played with the heroes listed in the Appendix. In the event of any technical issues in the hero, hero’s skin and/or any Game functions, global ban may be applied by the Organizers at their sole discretion.

2.4.2 Game play factors limitation



In the event of any technical issues with the Provided Equipment, equipment and/or systems, the Organizers reserve the right to impose any applicable restriction on the usage of certain Game heroes, skins and/or any other functions.

2.5 Matches structure

2.5.1 Camp Selection

Camp selection shall be made by the coach of the Team. In the event that the coach is unavailable during the camp selection, the Team's captain can make the decision on behalf of the coach. More details about the camp selection process are stated in Appendix 2.

2.5.2 Game Play

(a) Group Stage:

The camp selection will follow the match schedule. Team on the left side of match schedule is Home Team. Team on the right side of match schedule is Away Team.

The Home Team is entitled to camp selection for the first game.

From the second game onwards, the losing Team in the previous game will be entitled to camp selection and such camp selection must be submitted within three (3) minutes after the conclusion of the previous game (eg. the destruction of the Team's main base or as determined by the Organizers from time to time).

(b) Quarter Finals and Semi Finals:

First round (M1 to M4): The Team with the higher standing from the Group Stage will have the right for camp selection for the first game. From the second game onwards, the losing Team in the previous game will be entitled to camp selection and such camp selection must be submitted within three (3) minutes after the conclusion of the previous game (eg. the destruction of the Team's main base or as determined by the Organizers from time to time).

Second round onwards (M5 to M13): Camp selection will be decided via a coin toss for the first game. From the second game onwards, the losing Team in the previous game will be entitled to camp selection and such camp selection must be submitted within three (3) minutes after the conclusion of the previous game (eg. the destruction of the Team's main base or as determined by the Organizers from time to time).

(c) Grand Finals (M14):

The Team proceeding into the Grand Finals from the winner bracket will be entitled to camp selection for the first two games. From the third game onwards, the losing Team in the previous game will be entitled to camp selection and such camp selection must be submitted within three (3) minutes after the conclusion of the previous game (eg. the destruction of the Team's main base or as determined by the Organizers from time to time).

2.5.3 Ban & Hero Selection (Ban & Pick)

At the Ban & Pick stage, the coach of each participating Team may access the Competition Area. If the coach needs an interpreter, he/she may bring an interpreter where such interpreter's sole purpose is to translate for the coach.

The coach and the interpreter (where applicable) shall enter and exit the Competition Area in accordance with the applicable instructions and a warning will be issued in the event the coach and/or the interpreter does not comply to such instructions.

All Ban & Pick shall be operated by the Team and the Team shall not request to remake or restart due to any human error.

If there are any technical issues with the in-Game Ban & Pick system, Ban & Pick will be done through a customized website as designated by the Organizers.

The Teams playing against each other cannot select the same heroes.



- Ban

Each Team can ban a maximum of four (4) heroes from the in-Game hero pool (Eight (8) heroes in total).

- Hero selection

Hero selection will be made through the in-Game hero selection system and the list of selected heroes will be recorded by the referee.

In the event of any technical issues with the in-Game hero selection system, Team Members shall select their hero through the website as designated by the Organizers.

2.5.4 Global Ban & Pick

Global Ban & Pick is a rule that the same hero cannot be played more than once in a match within the same team. Heroes that were used by the team in the previous game are automatically banned in their remaining games during the same match.

The only exception for Global Ban & Pick is for Game 7 (in a Best-of-seven format), where Global Ban & Pick will be replaced with regular tournament Ban & Pick rules. Previous heroes played by the team from Game 1 – Game 6 can be picked again for Game 7 only.

2.5.5 Game start

The game will commence right after the selection of Game heroes. In the event of any violations, a warning will be issued to the offending Team Member and if such violations are repeated, such offending Team Member shall be subject to the Organizers' disciplinary actions.

For the avoidance of doubt, Team Members will not be allowed to surrender or quit the game without the referee's permission and penalties shall be applicable at the Organizers' sole direction in the event they are made aware of such violations.

Upon the commencement of the game, the referee will remove all paper from the Competition Area including but not limited to the Team Members' notes and/or memos.

2.5.6 Victory determination method

- (a) Destruction of the opposing Team's main base
- (b) Disqualification of opposing Team

2.5.7 Group Stage Ranking Points

The winning Team of the match gets 1 point and the losing Team of the match gets 0 points

Example :

The match result is 3-2: the winning Team gets 1 point, and the losing Team gets 0 points.

2.5.8 Ranking determining method

In the event of a draw in the Group Stage, the Teams' ranking shall be determined by the following from highest to lowest priority:

- (a) Total win-lose games difference in the Group Stage;
- (b) Head-to-head result between Teams with same points;
- (c) Total tower destroyed in all games played between Teams with same points;
- (d) Total kills in all games played between Teams with same points;
- (e) Total deaths in all games played between Teams with same points (lesser death counts);
- (f) Total assists in all games played between Teams with same points;
- (g) Time-rating: Total time of lost games - total time of winning games (all games played between Teams with same points) where the Team with the time-rating higher will rank higher; or
- (h) An additional game (BO1).



3. Game regulations

3.1 Control after game commencement

In the event where technical issues arise after the commencement of a game, the referee may at his/her sole discretion, pause, restart or stop the game.

For the avoidance of doubt, Teams shall not be allowed to replace any Team Members after the expiry of the Notification Period for Replacement period.

3.2 Pause in Game play

In the event a Team Member intentionally disconnects from the Game (“Disconnection on Purpose”) without providing any prior notification to the referee, such Team Member will not be allowed to pause the Game. In the event that there are technical issues during the course of the games, the Organizers may at their sole discretion:

- (a) freeze and resume the Game;
- (b) roll-back the Game to a specified time; or
- (c) remake or restart the Game.

3.2.1 Pause in Game by Referee

Referees may pause the Game play for any reasons including but not limited to the below:

- (a) Disconnection on purpose;
- (a) Safety reasons; and/or
- (b) Technical issues and/or errors in equipment, Provided Equipment and/or applicable systems.

3.2.2 Pause in Game play by Team Members

Subject to the Team Members’ prior notification before pausing the Game play and providing reasons for such pause in Game play, Team Members may pause the Game play for the following reasons:

- (a) Interruption affecting the Team Members’ concentration;
- (b) Errors and/or technical issues with Provided Equipment and/or systems;
- (c) Unexpected frame drops and/or PING increases; and/or
- (d) Cheating by and/or insults from the opposing Team.

For the avoidance of doubt, Team Members’ pre-existing medical conditions shall not constitute a valid reason for pausing the Game play under this Clause 3.2.2 of Chapter B and should the reasons for the pause in Game Play by a Team Member not be valid, such Team to which such Team Member is part of shall be subject to a penalty as determined by the Organizers.

3.2.3 Pause in Game play due heat issues of mobile device

In the event the Organizers determine that there are frame drops or PING increases due to the overheating of the mobile devices, the Organizers may at their sole discretion call for a pause in Game play to cool such mobile devices.

3.2.4 Pause by Team Members

For the avoidance of doubt, only the five (5) Team Members playing the games have the right to pause the Game. Any other people of the Team shall not interfere the Organizers’ judgement and decision.

3.3 The Team sole representative to contact the Organizer

In the event of any game pause, the referee will contact the Team sole representative to explain the situation. The sole representative of the Team shall be the coach. In the event that the coach is unavailable, the Team’s captain can make the decision on behalf of the coach. The Team sole representatives shall provide any of their comments on the situation at the time the referee contacts them.



The Organizers will make the first judgement and let the referee inform both Teams. If the Team has any further comments, each Team has one chance of appeal regarding each game pause incident within the time that the referee specifies. The Organizers may make the second judgement after either Teams' appeal. The Team which hasn't appealed before the second judgement may appeal for the first time.

The Organizers will make the third judgement as the final judgement. Both Teams have to follow the Organizers' decision. Otherwise, the Team and Team Members will be penalized as defeat for such game.

3.4 Team Members' communication during the pause in Game play

In the event of the pause in Game play, Team Members shall not be allowed to communicate with each other in any form during the duration of such pause in Game play.

When the pause in Game play being longer than fifteen (15) minutes, Team Members may request for resolving any physical needs including going to toilet, drinking water after getting referee's permission.

3.5 Team Member replacement

Each Team can replace up to one (1) Team Member each time. Maximum limit is three (3) times in a BO7 match, two (2) times in a BO5 match and one (1) time in a BO2 match. Replacement of Team Members under this Clause 3.4 of Chapter B shall be as follows:

- In each match: After the first game ends, Teams can replace a Team Member, but the replacement Team Member must be part of the Team Roster submitted in accordance with Clause 4.2 of Chapter A.
- The replaced Team Member can be part of the main team line-up in the next game of the same match.

In the event of any Team Member replacement in the accordance with this Clause 3.4 of Chapter B, such Teams shall inform the Organizers within three (3) minutes after the conclusion of the current game (eg. the destruction of the Team's main base or as determined by the Organizers from time to time) ("Notification Period for Replacement").

3.6 Roll-back

3.6.1 Roll-back basis

Pursuant to Clause 3.2 of Chapter B, the Organizers may at their sole discretion order a roll-back of the Game play due to unforeseen disconnection due to errors and/or technical issues with the Game, equipment, systems or Provided Equipment ("Unforeseen Disconnection") during the games affecting the results of such games.

3.7 Remake

3.7.1 Remake basis

Pursuant to Clause 3.2 of Chapter B, the Organizers may at their sole discretion order a remake of the Game play due to the following:

- (a) Critical errors related to in-Game statistics and/or unforeseen errors during the games solely attributed to the Game, equipment, systems and/or Provided Equipment;
- (b) Technical issues in the Competition Area; and/or
- (c) Errors causing roll-back to be unsuccessful.

3.7.2 Regulated environment

In the event of an approved remake of a game, all Team Members shall use the same Game heroes, skins, arcanas, enchantments, and challenger skills as used in the previous game.

3.7.3 Test game before the remake

Depending on the reasons for remake of a game, the Organizers reserve the rights to the Game before remaking the game.



3.8 Restart

Restart of a game shall only be allowed in the event of an occurrence of the following:

- (a) Teams are unable to reconnect to the Game;
- (b) The game is unable to be remade;
- (c) The game is unable to be rolled-back;
- (d) A malfunction in the Game, equipment, Provided Equipment and/or systems causing the inability for the game to be continued;
- (e) Delays due to the Tournament equipment; and/or
- (f) Crashing of the server(s).

3.9 Order of incident resolution in the event of technical issues during the Tournament

For the avoidance of doubt, in the event of any technical issues arising during the Tournament, the order of incident resolution shall be in accordance with the below:

- (a) Reconnect;
- (b) Roll-back (Time machine function);
- (c) Remake (Same heroes, skins, spell and etc...); and
- (d) Restart (renew game, renew Ban & Pick).

3.10 Results

At the end of the games, the referees will check the game results and record them.

In the event a game is forfeited due to reasons including but not limited to a Team's disqualification from the game, winning points may be awarded to the opposing Team as deemed appropriate by the Organizers at their sole discretion.

3.11 Technical issues

In the event that technical issues are experienced during any games, Teams may be requested by the referee to stay after the games have ended to assist in testing and/or checking technical problems as reported in the previous game.

3.12 Resting and/or Free time

The referee will inform the Teams on any applicable resting and/or free time before the commencement of the next match and the relevant reporting information for the Teams for the next match.

In the event that a Team does not report for the next match in accordance with the timing as advised by the referee, such Team's eligibility to participate in the next match may be forfeited at the referee's sole discretion.

3.13 Announcement

Each Team will be notified on their current rankings and the schedule for their next match.

3.14 Duty after the matches

Teams will be notified accordingly of any events that would require their attendance where applicable.

3.15 Unforeseen circumstances

In the event of any unforeseen affecting the results of a game, the Organizers may at their sole discretion award a circumstantial win to a Team in the event where:

- (a) The in-Game time is within fifteen (15) minutes and all three (3) of the conditions as specified below are satisfied:
 - (i) a lead of at least 33% in gold accumulated by the winning Team;
 - (ii) the gap of destroyed towers between the Teams is greater than or equal to three (3); and



- (iii) the gap of the in-Game hero's level between two highest in-Game hero's level from each Team is greater than or equal to two (2) levels
- (b) When the in-Game time is over fifteen (15) minutes and the gap of destroyed towers between the Teams is greater than or equal to 3 and all the opposing Team's towers except for such Team's main base are all destroyed.

3.16 Final Judgement

The referees are in charge of judgement of all Tournament related problems, questions and situations arising during and/or after the games, where applicable and they shall be deemed by the Teams and/or Team Members to be acting on the behalf of the Organizers.

In the event a judgement made by a referee is deemed to be wrong, the Organizers reserve the right to veto, invalidate or override such judgement after the necessary investigations.

Appendix 1– Hero List

No.	Hero	No.	Hero	No.	Hero	No.	Hero	No.	Hero
1	Valhein	26	Taara	51	Zuka	76	Elsu	101	Allain
2	Thane	27	Mganga	52	Astrid	77	Quillen	102	Thorne
3	Veera	28	Ormarr	53	Arduin	78	Sephera	103	Sinestrea
4	Lauriel	29	Chaugnar	54	Xeniell	79	Veres	104	Dextra
5	Yorn	30	Kruxi	55	Ryoma	80	D'Arcy	105	Lorion
6	Nakroth	31	Gildur	56	Superman	81	Capheeny	106	Bright
7	Mina	32	Jinnar	57	Wonder Woman	82	Florentino	107	Aoi
8	Omega	33	Zill	58	Lindis	83	Hayate	108	Iggy
9	Alice	34	Airi	59	Tulen	84	Errol	109	Tachi
10	Azzen'Ka	35	Moren	60	TeeMee	85	Yena	110	Aya
11	Wukong	36	Kil'Groth	61	Omen	86	Enzo	111	Yue
12	Butterfly	37	Kriknak	62	Max	87	Zip	112	Yan
13	Lu Bu	38	Grakk	63	Liliana	88	Qi	113	Teeri
14	Violet	39	Murad	64	Wisp	89	Brunhilda		
15	Toro	40	Batman	65	The Flash	90	Ishar		
16	Zanis	41	Fennik	66	Rourke	91	Volkath		
17	Diaochan	42	Lumburr	67	Arum	92	Krizzix		
18	Zephyr	43	Slimz	68	Marja	93	Eland'orr		
19	Aleister	44	Arthur	69	Baldum	94	Dirak		
20	Illumia	45	Natalya	70	Roxie	95	Keera		
21	Ignis	46	Preyta	71	Amily	96	Ata		
22	Maloch	47	Helen	72	Annette	97	Paine		
23	Cresht	48	Raz	73	Y'bneht	98	Laville		
24	Skud	49	The Joker	74	Richter	99	Rouie		
25	Kahlii	50	Tel'Annas	75	Wiro Sableng	100	Zata		



Appendix 2

This Appendix is part of the APL 2022: Vietnam Tournament Rules and Regulations

1. Other Equipment

- 1.1. The official mobile devices used at the APL 2022: Vietnam is iPhone 11 Pro Max
- 1.2. Powder and phone case will be provided by the Organizers.
- 1.3. There will be no screen protector on the official mobile devices.
- 1.4. If the Team request to use any devices or equipment such as small fan or finger socks, the Team is required to apply the devices or equipment to the Committee for permission at least one (1) day before the match. The Committee reserves the rights to reject or permit the application.
- 1.5. In the event that the devices or equipment is affected the official mobile devices or equipment, the Organizers and Committee reserve the right to require the player to remove them.

2. Coin toss and Camp selection

2.1. Coin toss

- 2.1.1. For the first match of the day, the coin toss is done 30 minutes before the match.
- 2.1.2. For the second and the onward matches of the day, the referee will do the coin toss after a Team in the previous match has only 1 game to win the match (wins 2 games in BO5, 3 games in BO7).

2.2. Camp selection

- 2.2.1. For coin toss matches, the team must select the camp within five (5) minutes after the coin toss.
- 2.2.2. For other matches that the camp selection is pre-determined, the team must confirm the camp selection before 10AM (GMT+7) on the match day.
- 2.2.3. If the Team fail to submit the camp selection, the Committee will default the camp as the Team's last match or Blue Side and give an verbally warning based on the Tournament Rules and Regulations.

3. Submit Team lineup for each match

- 3.1. The Teams must submit all matches' first lineup before 10 AM (GMT+7) on the match day.
- 3.2. If the Team fails to submit, the organizers will default the lineup as the Team's line up in the last match.

4. Team member replacement

- 4.1. The team can only change players after the first game.
- 4.2. The Team can replace up to one (1) player each game. No limitation of replacement times.

5. Force majeure

- 5.1. To ensure the continuity of the Tournament, in case all the equipment and the network provided by the Organizers meet the technical issues after trying to fix, the Team must choose one of the backup connections and devices (Wifi/LAN or 4G/LTE) provided by the Organizers to continue the competition.

6. The tactical room

- 6.1. The tactical room is an area for the Team to stay during the match is ongoing.
- 6.2. Only the Team (to avoid of doubt, the Team here refers to the six (6) to eight (8) players, one (1) coach, one (1) manager, and one (1) interpreter) can enter the tactical room.
- 6.3. The Organizers have prepared portable water in the competition area and the tactical room.
- 6.4. Food is forbidden in the competition zone.



- 6.5. If the Teams request to bring their own drinks, the Team shall request to Committee and Committee will make the order based on the situation.
- 6.6. For more regulations about the tactical room, the Teams shall follow the Organizers' and Committee's instruction onsite.