Odyssey Cup Southeast Asia Influencer Invitational

VALORANT

RULES & REGULATIONS

1. Event Structure

1.1. Definitions of Terms

1.1.1. "Round"

A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated before planting or defusing the spike
- Round timer expired
- Team forfeit

1.1.2. "Map"

A Map means a set of Rounds that is played until one Team wins 13 Rounds, provided that a Map will continue past the 13-Round limit until a Team wins by a margin of at least two Rounds.

1.1.3. "Match"

A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-three series).

1.2. Competitive Format

Seedings Stage

- 6 Regions 8 Influencers per Region
- Single Elimination Best of One
- Play in your own region
- The loser will not be disqualified

Group Stage

- Swiss Format Best of One
- 8 Groups of 6 Influencers
- Top 2 will proceed to Playoff

Playoff

- Double Elimination
- 1st place from Group Stage will be placed in the upper bracket while 2nd place will be placed in the lower bracket.

1.3. The "Tournament Operator" shall mean TGC Marketing Sdn. Bhd.

1.4. "Tournament Officials" shall collectively refer to the Head Referee, Referees, League Operators and Marshals.

2. Team Member Eligibility

2.1. Player Age

No player shall be considered eligible to participate in any Match comprising a *Odyssey Cup Southeast Asia Influencer Invitational* event before his or her 18th birthday, defined as having lived 18 full years.

3. Roster Rules

3.1. Starting Lineups

Teams must set their starting roster for their first Match of the day from the roster submitted to the Tournament Operator:

Each team must submit a participating list of five (5) players. Only the player registered in the roster can participate in the tournament.

Qualified teams must provide requested information which includes (but not limited to) the player's name, in-game nickname, phone number, etc.

For each Match in a *Odyssey Cup Southeast Asia Influencer Invitational* event following the Online Qualifiers, the Team must designate five (5) Starters which shall constitute the Team's **"Starting Roster."** Rosters are considered public at the submission deadline.

3.2. Roster Lock

Teams participating in *Odyssey Cup Southeast Asia Influencer Invitational* may not add or drop players from their roster at any point without prior approval from the tournament administrator.

4. Match Process

4.1. Changes to Schedule

Tournament Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible.

4.2. Role of Referees

4.2.1. Head Referee.

The "**Head Referee**" is a Tournament Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Team's lineup before a Match.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these *Odyssey Cup Southeast Asia Influencer Invitational* Rules, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

4.2.2. Referee Responsibilities.

"**Referees**" are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these *Odyssey Cup Southeast Asia Influencer Invitational* Rules.
- Administering the player checklist and enforcing these *Odyssey Cup Southeast Asia Influencer Invitational* Rules, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explaining any bug exploits.

4.2.3. Finality of Judgment.

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Referee, the decisions of which are final. Head Referee decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

4.3. Competitive Patches

Matches will be played on the patch version designated by the Tournament Officials.

4.3.1. New Agents

New Agents will be automatically restricted for two weeks from their release on Competitive queue. _Example_: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.

4.3.2. New Maps

New Maps will be automatically restricted for four weeks from their release on Competitive queue. _Example_: Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.

4.3.3. Additional Restrictions

Additional Restrictions (e.g. disabling certain weapons) may be added by _Odyssey Cup Southeast Asia Influencer Invitational_ representatives at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities.

Note: Tournament Officials reserve the right to extend the amount of time a New Agent or Map is restricted if the introduction of the New Agent or Map would negatively impact competitive integrity.

4.4. Pre-Match Setup

4.4.1. Online Matches.

For Online Matches that are part of a _Odyssey Cup Southeast Asia Influencer Invitational_ event, Players will be expected to complete setup and confirm readiness at a time specified by Tournament Officials prior to each match. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

4.4.2. Pre-Match Obligations.

Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

4.5. Match Setup and Play Restrictions

4.5.1. Lobby Settings.

The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.

4.5.2. Server Selection.

Prior to each Match, the Tournament Official will select the server which is as close to equidistant from the teams as possible.

4.5.3. Start of Map Selection Process.

Once all ten players have reported to the official Match lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for the map selection process. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the map selection process outlined in this Section 7.6. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. For the first Match of the day, the Map Selection process will begin 30 minutes prior to the start of Map 1. For all other Matches, the Map Selection Process will begin upon conclusion of Map 1 in the previous series.

4.5.4. Late for Map Selection

Once the Map Selection Process starts, late comers will be penalized. 5 minutes late into the Map Selection, team that are late will miss out one turn to pick/ban. 10 minutes late will result in forfeiting Map Selection and the opponents get to choose Map and Sides.

4.5.5. Map Pool.

The map pool consists of Ascent, Haven, Bind, Breeze, Sunset, Split and Lotus. Any additional maps released on live will be added to the *Odyssey Cup Southeast Asia Influencer Invitational* map pool in accordance with Rule 7.4.2.

4.5.6. Map Selection Process for Best-of-One Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this Section will be determined at random.For the Open Qualifiers, the team that wins a coin flip will decide who will be Team A or Team B When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Map 7 is only Map remaining

- Team A picks side

4.5.7. Map Selection Process for Best-of-Three Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this Section will be determined at random. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one Map
- Team B bans one Map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A bans one Map
- Team B bans one Map
- Map 3 is only Map remaining
- Team A picks side for Map 3

4.5.8. Map Selection Process for Best-of-Five Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this Section will be determined at random. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one Map
- Team B bans one Map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A picks Map 3
- Team B picks side for Map 3

- Team B picks Map 4

- Team A picks side for Map 4

- Map 5 is only Map remaining

- Team B picks side for Map 5

4.5.9. Start of Agent Selection Process.

Once Agent Select has started, Players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a Tournament Official of their intended selection before the Agent Select timer expires. In this case the Agent Select process will be restarted with the same Picks up until the mistake occurred, after which the Player must choose their intended Agent. In the case the Player notifies a Tournament Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

4.5.10. Match Start After Agent and Map Selection.

A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must remove any printed materials from the Match Area (if applicable), including any notes written by Team Members. Players are not allowed to quit a Map during the time between the completion of picks/bans and Map launch, also known as "Free Time."

4.5.11. Controlled Match Start.

In the event of an error in Match start or a decision by Tournament Officials to separate the pick/ban process from Match start, a Tournament Official may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

4.5.12. Slow Client Load.

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a Match upon Match start, the Match must be immediately paused until all ten players are connected to the Match.

4.5.13. Restrictions on Gameplay Elements.

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Tournament Officials.

5. Pauses and Crashes

5.1. Timeouts (Tactical Pauses)

Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60 second clock will begin when both teams' Coaches are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted one 60 second Timeout for all of overtime. Unused timeouts from regulation will not carry over.

5.1.1. Manual Timeout Protocol

During a Manual Timeout, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Manual Timeout). The Tournament Official can pause the game if for some reason the player pausing does not work.

5.2. Technical Pauses

If a player has a problem that prevents him from playing on, he must notify the Tournament Official and request a technical pause. The player has to announce the reason before or immediately after he requests the pause. Unless a Tournament Official instructs the player otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause. The Tournament Official can pause the game if for some reason the player pausing does not work. A maximum of 10 minutes will be allocated to each team for technical pauses. Should a team's technical pause run out, the opponent team has the choice to donate their time to the other team.

Note: Players are not permitted to alt-tab anytime during gameplay unless otherwise instructed to do so by a tournament official.

5.3. Crashes

- If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Official will restore the round using the in-game round restore feature, but in some scenarios may decide to replay the round or even a whole match.
- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.

- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.
- The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

6. Bug and Exploit Adjudication

6.1. Types of Bugs

A bug is an error, flaw, or fault in the game that produces an incorrect, unintended, or unexpected result. There are three classifications of Bugs - Play Through Bugs, Major Bugs, and Exploits. Bug classification will be communicated via the Esports Bug List shared with each patch.

6.1.1. Play Through Bug

A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.

6.1.2. Major Bug

A bug that significantly impacts a Player's ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the sole discretion of Tournament Officials.

6.1.3. Exploit

A bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty, as outlined in the Penalty Index.

6.1.4. Cypher

All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage. Any other uses of a Cypher

cam that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

6.1.5. General Agent Utility Rule

All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.

A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

SPECIAL EXCEPTIONS: KAY/O's ZERO/POINT ability is intended to be usable outside of map boundaries, and is a special exception regarding these rules. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAYO's ZERO/POINT ability with Tournament Staff prior to usage if the Team is unsure whether that usage complies with this special exception rule.

6.1.6. Agent Character Model Boosting

Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

6.2. Assessment of Penalties

When assessing the appropriate penalty, Tournament Officials shall take into account the Penalty Index (past punishments for the same or similar situation), Bug Classification, Prior Communication, Impact, and Intent. The following questions and assessments shall be considered by Tournament Officials in each category to apply appropriate penalties.

6.2.1. Bug Classification

- Is the bug on the Esports Bug List, and how is it classified?
- If the bug isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?
- If the bug isn't in the Esports Bug List and isn't similar to another known bug, Tournament Officials should use the other criteria to help inform any action.

6.2.2. Prior Communication

- Has the Esports Bug List been shared with the team and/or player?
- Was the Esports Bug List for the patch version designated by the Tournament Officials for the *Odyssey Cup Southeast Asia Influencer Invitational* event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

6.2.3. Impact

- What impact did the bug have on the round and/or outcome of the map - e.g. Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- What impact could this bug have on the perception of the sport? Could it bring the sport into disrepute?

6.2.4. Intent

- How hard is it to use the bug accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- Has the Player or Team received penalties for the same bug in the past?
- Did the Player or Team discuss usage in voice comms?
- Did the Player or Team notify a referee immediately after the bug had occurred?

6.3. Types of Penalties

The following list of penalties is a non-exhaustive list. Tournament Officials may, at their sole discretion, issue other types of penalties such as Fines or Suspensions on a case-by-case basis.

6.3.1. Warning

Tournament Officials may issue Warnings for a low impact first offense in order to prevent widespread usage of low impact bugs.

Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the match.

6.3.2. Round Rollback

Tournament Officials may perform a Round Rollback when a bug has had a significant impact on the outcome of the round, but the intent of the Player that performed the bug cannot be determined, or for low impact second offenses.

Round Rollbacks may be used for unintended bugs that give a competitive advantage. Tournament Officials shall evaluate the intent of the Player that performed the bug on a case by case basis. If a Player contacts an official immediately after the unintended bug occurs, then Tournament Officials shall consider issuing a Round Rollback.

Round Rollbacks may also be issued for a major bug that impacts the integrity of the round, but is not the fault of any Player or Coach.

6.3.3. Round Loss

Tournament Officials may issue a Round loss when an exploit has a significant impact on the outcome of the round, and Tournament Officials have determined that the Player or Team intended to perform the exploit. Round Losses may also be issued if a Round Rollback threshold has been exceeded, as determined by Tournament Officials.

Round losses may be applied using the following methods:

- Roll back to the round where the exploit was used and award the Team that did not perform the exploit the round win via elimination in round rollback settings.
- If rolling back isn't an option, round loss should be applied at the start of the next round. If the current round could result in the map ending, the loss should be applied to the current round.

Round Losses may be issued for intended exploits that give a competitive advantage. Intent will be assessed by Tournament Officials. If the exploit is listed on the current Bug and Exploit List given to Teams in a reasonable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

6.3.4. Forfeit Loss

Tournament Officials may issue a Forfeit Loss for a map of the match in the following scenarios:

- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and Round Rollback and/or Remake is not possible.
- Second offenses for low impact exploits where Round Rollback and/or Remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a Round Loss has already been applied.

- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Tournament Officials.

6.4. Team Rules on Reviewing Exploits

Players and Coaches may request a review on bug/exploit usage. If a Player or Coach believes a bug or exploit has occurred, the Player or Coach shall immediately flag a Tournament Official and request the review. The request for the review must occur during the round where the alleged bug or exploit is used, or within the Buy Phase of the following round. The following rules apply to Players and Coaches when requesting a bug or exploit review:

- If a bug or exploit is confirmed, both teams shall be informed, and Tournament Officials shall assess the appropriate rectifying actions for the bug or exploit.
- If the bug or exploit claim is reviewed and the alleged bug or exploit deemed to not be a bug or exploit, the Team who requested the review will lose a timeout. If no timeouts remain, the Team will be given a Round Loss in the next immediate round via elimination.

6.5. Finality of Judgment on Bug and Exploit Adjudication

Tournament Officials have the right to assess and make final calls on all bug and exploit decisions. All decisions regarding the interpretation of these Bug and Exploit Adjudication rules lie solely with the Tournament Officials, the decisions of which are final. Tournament Official decisions with respect to these Bug and Exploit Adjudication rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7. Rules for Online Events

7.1. Coaching Slot in the VALORANT Client

In order to secure and protect the competitive integrity of Online Events in the *Odyssey Cup Southeast Asia Influencer Invitational* from misuse of the Coaching Slot privilege granted to Teams during these events, Tournament Officials have the right to prohibit access to the Coaching Slot, audit any in-client communications of a Player or a Coach in an Online Event, and mandate additional rules and processes for monitoring a Player or Coach's adherence to these Rules for Online Events of the *Odyssey Cup Southeast Asia Influencer Invitational.*

7.2. Match Communication

Players and Coaches in an ongoing match of an Online Event shall only communicate with the other Players and Coaches in the same ongoing match, and Tournament Officials of the Online Event. Any unauthorized communication with anyone other than the Players and Coaches in the ongoing match and Tournament Officials is prohibited. If a Team has more than one Coach, the Team must designate a main

Coach. At the Tournament Operator's sole discretion, the main Coach may be provided with a means to communicate with up to two (2) other coaches and/or Team personnel. The main Coach and the two other Coaches and or Team personnel may only communicate in the manner authorized by the Tournament Operator. Players and Coaches must obtain authorization from a Tournament Official before engaging in any communication with anyone outside of the ongoing match. Coaches are allowed to stand behind their teams to spectate but cannot communicate with the team when the game is ongoing. Players are prohibited from removing their soundproof headphones provided during a game. They are also prohibited from looking at the main screen on the stage during games.

7.2.1. Allowed Match Communications

The following types of communications will be allowed in an ongoing match of an Online Event:

- Voice or Chat communication between Players on the same Team.
- Voice or Chat communication between the main Coach and the Players on the same Team during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).
- Voice or Chat communications with Tournament Officials.
- Voice or Chat communications that have been expressly authorized by a Tournament Official.

7.2.2. Prohibited Match Communication

The following types of communications are prohibited in an ongoing match of an Online Event without authorization by a Tournament Official:

- Voice or Chat communication with anyone outside of the ongoing Match of the Online Event.
- Voice or Chat communication between the main Coach and the Players on the same Team outside of the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).

7.2.3. Match Communication Authorization

Players and Coaches are obligated to obtain authorization from Tournament Officials prior to engaging in any type of communication with anyone that is not an Allowed Match Communication.

7.2.4. Unauthorized Match Communication

A Player or Coach in an ongoing Match of an Online Event that breaches these Match Communication rules will be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

7.3. Ongoing Match Points of View

Players and Coaches in an ongoing match shall only view the Point of View (**"POV"**) afforded to that Player or Coach by the VALORANT client being used for the Online Event.

7.3.1. Allowed POV

Players in a player slot of the VALORANT client are allowed to view the POV afforded to that player slot by the VALORANT client. Players on the same Team are allowed to observe each other's monitors showing the POV afforded to those players by the VALORANT client. Coaches in a coach slot of the VALORANT client are allowed to view the POVs afforded to that coach slot by the VALORANT client.

7.3.2. Prohibited POV

Players and Coaches in an ongoing match are prohibited from using any broadcast, stream, or other method for presenting video or audio content of the ongoing match outside of the POV afforded to that Player or Coach by the VALORANT client. A Player or Coach that views a prohibited POV without authorization by a Tournament Official shall be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

7.4. Player and Coach Monitoring

Tournament Officials of the Online Event shall have the right to implement a monitoring and auditing process to protect the integrity of the Online Event. Players and Coaches shall comply with the monitoring and auditing process, and any other requirements raised by the Tournament Officials for implementing that monitoring and auditing process.

7.4.1. Client Communication Auditing

Tournament Officials have the right to audit any voice or chat communication within the VALORANT client of any Player or Coach in the Online Event. Tournament Officials may view the all chat, team chat, and whisper logs of any Player or Coach in the Online Event.

7.4.2. Voice Communication Systems

Players and Coaches are prohibited from using any voice or chat communication system outside of the native voice and chat communication systems of the VALORANT client without authorization of Tournament Officials. Tournament Officials have the right to monitor any voice or chat communication system being used by the Players and Coaches of an ongoing match. Tournament Officials have the right to audit any voice or chat communications of Players and Coaches that occur during an ongoing match.

7.4.3.Screen Capture Monitoring

Tournament Officials have the right to implement requirements for Players and Coaches to use a screen capture program specified by the Tournament Officials to record the Player's or Coach's screen and/or display output during an ongoing match. Players and Coaches must comply with these requirements. Players and Coaches that do not comply with the requirements set forth by the Tournament Officials shall not be permitted to participate in any matches of the Online Event. Tournament Officials have the right to deny Players and Coaches access to the Player or Coach slots of a match of the Online Event if those Players or Coaches cannot adhere to the requirements set forth by the Tournament Officials.

7.4.4.Camera Capture Monitoring

Tournament Officials have the right to implement requirements for Players and Coaches to use a physical camera device to capture a specified point of view of the Players, Coaches, and their surroundings. Players and Coaches must comply with these requirements. Players and Coaches that do not comply with the requirements set forth by the Tournament Officials shall not be permitted to participate in any matches of the Online Event. Tournament Officials have the right to deny Players and Coaches access to the Player or Coach slots of a match of the Online Event if those Players or Coaches cannot adhere to the requirements set forth by the Tournament Officials.

7.4.5.Screen Capture and Camera Data Storage Requirements

Players and Coaches must store any data resulting from the Screen Capture Monitoring and/or the Camera Capture Monitoring requirements for a minimum of two (2) weeks after the end of the Online Event.

7.4.6.Screen Capture and Camera Data Auditing

Tournament Officials have the right to request and audit the Screen Capture and Camera Data resulting from the Screen Capture Monitoring and/or the Camera Capture Monitoring requirements set forth by the Tournament Officials at any time during the Online Event and for two (2) weeks after the end of the Online Event. Any Player or Coach that refuses to furnish the requested data for auditing purposes will be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

8.   Post-Match Process

8.1.   Post-Match Process

8.1.1. Results.

Tournament Officials will confirm and record the Match result.

8.1.2. Tech Notes.

Players will identify any technical issues with Tournament Officials.

8.1.3. Between Maps.

Tournament Officials will inform players of the remaining amount of time before the next Map in the Match, if applicable. For online events, the standard time for transition in between Maps is eight (8) to ten (10) minutes from the time of the last Map's Round until players are required in their seats for the next Map. For offline events, the standard time for transition in between Maps is five (5) to ten (10) minutes from the time of the last Map's Round until players are required in their seats for the next Map. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

8.1.4. Between Matches.

For online events, the standard time for transition in between Matches is eight (8) to ten (10) minutes from the time of the last Match's Round until players are required in their seats for the next Match. If all the players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or Tournament Officials, the Team can be sanctioned for delay of Game.

8.1.5. Post-Match Obligations.

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

8.1.6. Results of Forfeiture.

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

9. Prizes

9.1. Prize Money (USD10,000 Total)

9.1.1. Playoff Prize. Teams shall have the opportunity to earn prize money based on their performance as outlined below:

VALORANT	
1	USD5000
2	USD2500
3	USD1500

MVP	USD500
FMVP	USD500

9.1.2. Taxes. Each Team shall respectively be responsible for its own applicable taxes that may be imposed with respect to the receipt of any award or prizes.

9.1.3. Payment. The prizes for Playoffs shall be paid to the teams respectively within 90 days after the end of the tournament and the designated receiving accounts are to be provided by the teams (whichever is later).

9.1.4. Prizes earned by a team or player(s) will be paid directly to the person-in-charge or organization of the team, and the person-in-charge or organization shall be responsible for dividing the prize and paying it to players and others who contributed to the victory.

9.1.5. The EO collects, processes, uses and stores the participant's detail/data for the sole purpose of prize pool winnings payment. Details/data will not be used for other purposes by the EO or third parties without the express consent of the participant.

9.1.6. All personal data from participant is processed and used by the EO in accordance with applicable laws and regulations.

9.1.7. Any accidental errors or omission in the payment details provided which requires a re-transfer of the prize pool winnings will incur a RM50.00 or 5% (whichever is higher) administrative fee plus additional bank charges and/or exchange rate losses (if applicable). This penalty amount will be deducted during the re-transfer of prize pool winnings.

9.1.8. For overseas bank account (outside Malaysia) prize pool winnings, the EO bears the sender bank charges and the winner will bear the recipient bank charges.

10. Interpretation and Construction

10.1. Tournament Operator's Right of Interpretation

Any matters relating to a *Odyssey Cup Southeast Asia Influencer Invitational* event that are not covered by these *Odyssey Cup Southeast Asia Influencer Invitational* Rules will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, these *Odyssey Cup Southeast Asia Influencer Invitational* Rules. All decisions made by the Tournament Operator and Tournament Officials in regard to interpretations of these *Odyssey Cup Southeast Asia Influencer Invitational* Rules are final and binding.

10.2. Business Judgment

Whenever these *Odyssey Cup Southeast Asia Influencer Invitational* Rules grant, confer or reserve to *Odyssey Cup Southeast Asia Influencer Invitational* or the

Tournament Operator the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of *Odyssey Cup Southeast Asia Influencer Invitational* and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of *Odyssey Cup Southeast Asia Influencer Invitational* and the Tournament Operator and the short and long term interests of the Official Competitions, the *Odyssey Cup Southeast Asia Influencer Invitational* events, VALORANT and the businesses and activities of the affiliates and group companies of *Odyssey Cup Southeast Asia Influencer Invitational* and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that *Odyssey Cup Southeast Asia Influencer Invitational*, the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these *Odyssey Cup Southeast Asia Influencer Invitational* Rules.

10.3.   Language

The original *Odyssey Cup Southeast Asia Influencer Invitational* Rules have been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

10.4.   No Liability for the Sponsor

Samsung Asia Pte Ltd, as the sponsor of the Odyssey Cup Southeast Asia Influencer Invitational event, shall have no liability whatsoever to any individual, body corporate, Tournament Official, Player, Team or Team Member in respect of the said event. Please refer all claims, protests, complaints, and requests to the Tournament Operator.

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