

Honor of Kings State Onz: Malaysia

Official Rules

June 2026

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Introduction and Purpose

Proxima Beta Pte. Ltd. and its affiliates (“Proxima”) owns the rights to distribute the mobile game Honor of Kings and has created the HOK State Onz: Malaysia as the Official grassroots event that features play of the game at an elite level (“State Onz” or the “Tournament”).

This Official Rulebook (“Rules”) governs the HOK State Onz: Malaysia and applies to all participating teams (“Teams”) and their personnel, including players, owners, managers, coaches, and other staff (“Team Members”).

These Rules serve as the foundation for ensuring a fair, transparent, and competitive environment for all participants and are essential to maintain the integrity of the Tournament, promote sportsmanship, and safeguard the reputation of Honor of Kings. A standardized rule set ensures consistency and benefits all participants in the Tournament.

1. General Information

1.1 Acceptance of Tournament Terms and Server Setup

Each Team Member must agree and accept all the rules in this ruleset and the fixed server location with variable latency in order to participate in this Tournament.

The Tournament matching system prioritizes pairing teams within the same states.

1.2 Schedule

Stage	**Schedule:**
Registration	3rd June - 7th June
State Qualifier	8th June - 14th June

Wildcard Stage	17th June
Regional Playoff	18th June - 21st June
Finals	27th June - 28th June

1.3 Tournament Format

Registration:

Registration for HOK State Onz: Malaysia is conducted through the in-game registration page. Players must select the correct state during registration, and once registered, the selection cannot be changed. Only completed and eligible team registrations will be counted toward state registration totals.

State Qualifier:

Qualifier Stage: Participants will compete in their selected state qualifier group.

A total of fourteen (14) state groups will be available during the Qualifier Stage, representing regions across Malaysia. The champion team from each state group will directly advance to the Regional Playoffs.

Wildcard Stage: To determine the final two (2) slots for the Regional Playoffs, a Wildcard Stage will be conducted.

The runner-up team (2nd place) from each of the top four (4) states with the highest number of registered teams during the registration period will qualify for the Wildcard Stage.

The four (4) qualified teams will compete in a single-elimination bracket, where:

- Seed #1 will face Seed #4

- Seed #2 will face Seed #3

All Wildcard matches will be played in a Best-of-3 (BO3) format.

The two (2) winning teams will advance to the Regional Playoffs, completing the final sixteen (16) team lineup.

In the event of identical registration numbers between states, the Organizer reserves the right to determine final seeding and qualification based on additional participation metrics and tournament administration considerations.

Seeding & Group Draw: Teams participating in the Regional Playoffs will be divided into four (4) seeding pools for the official group draw.

The four (4) state champion teams from the states with the highest eligible registration numbers will be placed into Pool 1 as protected seeds.

The remaining teams, including Wildcard qualifiers, will be distributed across the remaining pools at the Organizer's discretion for competitive balance and tournament operations.

Each Regional Playoff group will contain one (1) team drawn from each seeding pool.

Regional Playoff: The 16 participating teams will be randomly drawn into 4 groups of 4. Only the champion of each group will advance to the next stage. The Regional Playoffs consist of 2 rounds:

- **Round 1 (BO3):** Winners of this round will advance to Round 2. The matchups for Round 1 will be determined by a random draw.

Match	Group A	Group B	Group C	Group D
Match 1	A1 vs A4	B1 vs B4	C1 vs C4	D1 vs D4
Match 2	A2 vs A3	B2 vs B3	C2 vs C3	D2 vs D3

- **Round 2 (BO3):** The winners of Match 3 secures the group championship and the advancement slot.

Match	Group A	Group B	Group C	Group D
Match 3	M1 Winner vs M2 Winner	M1 Winner vs M2 Winner	M1 Winner vs M2 Winner	M1 Winner vs M2 Winner

Finals

There are 4 teams in total in the Finals. The Semi-Finals are BO3, and the Grand Final is BO5. The Semi-Final and Grand Final matchups are as follows:

Semi-Finals (BO3)	M1: Group A Champion vs Group D Champion	M2: Group A Champion vs Group D Champion
Grand Final (BO5)	M1 Winner vs M2 Winner	

Prize pool:

All 16 teams that advance to the Regional Playoff Stage will be awarded 3,000 HOK tokens each. The tournament's cash prize pool will be distributed among the top 4 teams as follows:

1st Place	1,200 USD
2nd Place	800 USD
3rd - 4th Place	500 USD

1.5 Device Usage and Restrictions

Players are allowed to use their own mobile/tablet device during qualification, players that use PC emulators will be disqualified.

1.6 Team Members

1.6.1 Players

The eligibility requirements in Section 1.6 apply to all Players who participate in the Tournament. Each team may include no more than one registered professional player.

Definition of a professional player: a player who has participated in any HOK-related professional league, or who is registered in an HOK professional league.

1.6.2 Minimum Age Requirement

A Player must be at least 16 years old on the roster lock date June 7, 2026, 23:59 GMT+8 in order to be eligible to participate in a Tournament. If the minimum legal age for regular employment in the Player's country of citizenship is higher than age 16, the Player must have reached that higher minimum age before the roster lock date. Similarly, if the minimum legal age applicable to gaming or esports in the Player's country of citizenship is higher than age 16, the Player must have reached that higher minimum age before the roster lock date June 7, 2026, 23:59 GMT+8.

1.6.3 Single Jurisdiction Status

A Player may only represent a single state during the Tournament. For example, a Player may not represent both Johor and Sabah in the Tournament.

1.6.4 Player Names

All Players must select a single name consisting solely of English alphabetic characters (A-Z) or numerals (0-9). No other scripts, characters, or non-English alphabets are allowed. Each Player must choose a name that does not copy, infringe

upon, or closely resemble: (1) the name, tag, or alias of any other player or team in the Tournament, or (2) the name of any hero or playable character in *Honor of Kings*. Player names may not contain or reference the name, logo, or trademark of any sponsor, business entity, or commercial organization unless expressly approved in writing by the Tournament Committee. The Tournament Committee reserves the right to reject or require modification of any Player name that is deemed to be toxic, hurtful, inappropriate, offensive, or otherwise non-compliant with these Rules. Player names will be selected at the time of registration and may not be changed during the HOK State Onz.

1.6.5 Multiple Teams

It is not permitted for more than one team under the same organization to participate in the same Honor of Kings State Onz. Specifically, if a team from an organization has already been invited or qualified to the main event, no other team from the same organization may participate. Similarly, if a team from the organization has been invited or qualified to the closed qualifier, or is already participating in the state qualifiers, no additional teams from that organization may enter or compete in those stages.

1.6.6 Decisions on Eligibility by the Tournament Organizer

All decisions about a Player's eligibility will be made by the Tournament Committee. This includes whether the Player has reached the legal working age. It also includes any questions about a Player's citizenship, region, nationality, or residency. For purposes of the Tournament, these matters will be decided by the Tournament Committee at their sole discretion. All such decisions are final and binding.

1.7 Roster Rule

1.7.1 Team Composition

Each Team participating in the Tournament must have a roster consisting of the

following: (1) at least 5 but no more than 6 Players; (2) at least one designated coach or captain; (3) only 1 professional player allowed. The individual serving as a Team's coach may also be the Team's manager. The maximum size of a Team's roster may not exceed 10 individuals, including all players, coaches, and managers. No Team may participate in the Tournament without the full complement of players, a coach, and a manager registered on their roster.

1.7.2 Starters and Substitutes

The Team's starting lineup must consist of exactly 5 starting Players (each, a **"Starter"**) who will compete in the Tournament's matches. The starting lineup must be confirmed prior to each Match according to the schedule set by the Tournament Organizer (starting from Top 8 stage). Each Team is allowed to register up to 2 substitute Players (each, a **"Substitute"**) who may replace a Starter between Matches or during designated substitution periods, as allowed by the Tournament's substitution rules. Substitutes must meet all player eligibility requirements in these Rules.

1.7.3 Active Roster

The Team's designated Starters, Substitutes a Head coach, a Manager and an Assistant Coach or Analyst comprise the "Active Roster" of the Team. The registered Active Roster must include no more than 10 members. No individual may simultaneously (1) hold two or more of the roles listed in the preceding sentence; or (2) represent (or be on the Active Roster of) more than one Team. Once submitted, the Active Roster is considered locked and must remain the same during all phases of the Tournament (including Tournament Main Stage if advanced), unless an event occurs that is beyond the control of the Team, such as a Player's sudden illness or an accident that prevents the Player from travelling to the host country. All changes to Active Roster require the prior approval of the Tournament Committee.

1.7.4 Roster Submission

Teams qualified to the Regional Playoff are required to undergo roster review and submit their roster by 15th, June, 2026, 23:59 (GMT+8). League Ops will collect all roster information accordingly. The official roster must include the names of all players, the coach, the manager, and all other information required by the Tournament Organizer, including player usernames, contact details, and eligibility documentation. The failure to submit a valid and complete Active Roster by the specified deadlines may result in disciplinary actions, including forfeiture of Games or Matches or a default starting lineup for the first Game that is designated by the Tournament Organizer. If a roster change request is submitted after 15th June 2026, 23:59 (GMT+8) by the Team, the Tournament Organizer, at its discretion, may require the Team to be disqualified. The Tournament Organizer reserves the right to review and approve any change to the Active Roster of a Team and may reject or disqualify any individual who (1) fails to meet the requirements set forth in these Official Rules, or (2) is or has been in violation of these Official Rules.

1.7.5 Substitutions

Teams may substitute players from their Active Roster during the Tournament, provided the substitution is made in compliance with the rules outlined below. Only players who are listed on the Team's Active Roster as Substitutes may be used for substitutions. A Substitute may not be on the roster of or play for another Team in the Tournament. Substitutions may occur between Games of a Match or between different rounds of the Tournament. The Team must notify a tournament referee and have the Substitute approved no later than 5 minutes after the end of the previous Game. Substitutions during an ongoing Game are only allowed in cases of emergency, such as illness involving a Starter, and must be approved by a tournament referee. If a Team is unable to find a substitute player before a Game commences, the Team will forfeit. The Tournament Committee will determine if an event qualifies as an emergency. A Substitute must satisfy the player eligibility requirements at the time the substitution is made.

1.9 Identity Verification Rules

Residency and Age proof must be provided to the Tournament Committee once you qualify to Regional Playoff . Teams that fail to meet the requirements will be unable to proceed to the future stage of the Tournament. The Tournament Committee will substitute teams from the reserve teams if necessary.

1.10 Definition

“Team” means an esports team that has qualified to compete in the Tournament.

“Team Members” means all team owners, players, coaches, managers, and other employees of a qualifying Team.

“Game” means a single instance of competition on the Hero's Gorge map that is played until a winner is determined by one of the following methods, whichever occurs first:

(A) Destruction of the Enemy's Crystal,

(B) Awarded Game Victory.

“Match” means a set of Games that is played until one Team wins the majority of the total Games (e.g., winning three Games in a Best-of-Five Series ("BO5")). The Team that wins the Match either earns points in a league format or advances to the next round.

“Tournament Committee” means the administrators, officials, and referees designated by Proxima to operate the Tournament and resolves disputes arising out of or relating to it.

2. Registration & In-game Qualification Rules

2.1 Register Rules

2.1.1 Account Usage and Registration Requirements

Each team must complete registration through the in-game registration system. Players must log in using their own accounts. A player is not allowed to register with two accounts simultaneously. All players must meet the requirements of the Residency Rule and Import Player Rule.

2.1.2 Regions Confirmation

Once teams are confirmed at this stage, no changes to the representing region or player roster will be allowed.

2.2 Participation Rules

2.2.1 Participation Results and Disputes

Match results will be automatically recorded by the system. Any disputes must be submitted within 15 minutes after the match ends. All disputes must be submitted through official channels, and results will be reviewed and provided within 48 hours. If there are objections to match results or rule enforcement, sufficient evidence must be provided.

All teams participating in the HOK STATE ONZ tournament must complete team registration via the in-game feature in HOK.

3. Team Names and Logos, Player Names

3.1 Team Names and Logos

Each Team must have a unique name that does not include all or any part of the name of another team or esports organization. Team names must have an abbreviation that is at least 2 characters long and that does not exceed 4 characters. The full name of a Team and any abbreviations of that name must only contain English characters and Arabic numerals. Unless otherwise specified by the Team in writing, the Tournament Committee and its licensees are entitled to use the full Team name and/or the abbreviations of that name for any purpose during the Tournament.

Each Team must have a unique logo which differs in design from the logos used by other teams and esports organizations. The Team logo must be a single, cohesive design and cannot be a combination of two or more separate images or logos. Unless otherwise specified by the Team in writing, the Tournament Committee and its licensees are entitled to use the Team's logos for any purpose during the Tournament.

3.2 Team Sponsors and Partners

A Team and/nor any Players can enter into any sponsorship, endorsement, advertising or related agreement with any person or entity ("**Sponsorship**") solely upon the Tournament Committee's prior approval. The Tournament Committee has its sole discretion at any time to prohibit any Sponsorship that contains: (A) Any product or service prohibited by applicable law, drugs and drug paraphernalia, tobacco products, addictive substance, alcohols (except for low-alcohols), gambling and casinos, pornography, adult products, cryptocurrency, any business that promotes the use of in-game hacks, cheats, exploit, power levelling, or in-game currency farming, peer-to-peer credit. (B) Any competitor of Proxima or its affiliates, any video games that are not published by Proxima or its affiliates, and any esports leagues, Tournaments, or events, other than Official Competitions.

3.3 Ownership

3.3.1 Compliance with Rules

All owners of a Team participating in the Tournament are required to comply with these Rules. In particular, owners are responsible for ensuring that their Teams (including Players, coaches, and managers) adhere to all Official Rules and Code of Conduct below. Any violation of these Official Rules by an owner may result in disciplinary action against the owner or the Team, including match forfeiture, disqualification of the Team, or banning the owner or the Team from future tournaments.

3.3.2

For purposes of these Official Rules, the individual(s), entity, or entities that register a Team in accordance with the registration requirements set forth herein shall be deemed the sole owner(s) of that Team and the corresponding Team Slot in the Tournament.

If there is no established organisation (e.g., a company) registered as Team owner, ownership must be expressly stated in a written team participation agreement or confirmation letter identifying the entity or person holding the ownership of a Team.

In the absence of such a written statement, ownership of the Team and Team Slot shall by default vest in the Team's designated manager or captain.

If a Team qualifies to progress to a subsequent stage of an official competition, such rights shall belong exclusively to the Team and its recognized owner(s), and not to individual players, contractors, or any other person or entity.

3.3.3 Transfer of the Team

The Owner(s) may sell, assign, or otherwise transfer ownership of the Team, the Team Slot, and any related rights or privileges granted under these Official Rules and the Code of Conduct, subject to the following conditions:

(i) The prospective purchaser, assignee, or transferee must acknowledge in writing and agree to be bound by all applicable terms and conditions of these Official Rules and the Code of Conduct.

(ii) Any sale, assignment, or transfer occurring **during** the competitive season shall require the **prior written consent** of Proxima Beta Pte. Limited ("Proxima") and the Tournament Committee.

(iii) Any sale, assignment, or transfer occurring **outside** the competitive season shall require prior **written notice** to Proxima and the Tournament Committee.

Failure to comply with these requirements may result in the disqualification or ineligibility of the Team or its successor owner(s), as determined by Proxima and the Tournament Committee in their sole discretion.

3.3.4 Conflicts of Interest; Concurrent Ownership

To maintain the integrity of the Tournament and avoid conflicts of interest, no individual or entity that owns or controls a Team that has qualified to participate in the Tournament may own, control, or have a financial interest in any other Team that has qualified for the Tournament. This restriction applies to: (1) possessing a direct or indirect ownership or financial interest in more than one qualifying Team; (2) exercising managerial, operational, or strategic control over more than one Team; and (3) engaging in any arrangement that gives the appearance of controlling or influencing multiple qualifying Teams. Control may include any formal or informal agreement that allows one individual or entity to exert influence over the decision-making, operations, or competitive strategy of multiple qualifying Teams. A Team's owners must disclose to the Tournament Officials any potential conflicts of interest, including ownership stakes or controlling interests in any other qualifying Teams or related businesses.

4. No Use of Proxima Trademark

Nothing in these Official Rules grants, by implication, waiver, estoppel, or otherwise, to a Team Member any right or license to use the name Honor of Kings™, or any other trademark, trade name, or logo owned by or licensed to Proxima or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to Proxima or its affiliates is prohibited and a breach of these Official Rules. A Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Proxima, the Tournament Organizer or any of their respective affiliates.

5. Bug

5.1 Definition of Terms

Any explanations and Game actions that are not mentioned in the explanations of the Game's skills and mechanics are referred to as BUGs.

5.2 Bug Report

If a player encounters any bug that is not officially confirmed, the Team he/she belongs to shall report the bug to the Tournament Committee.

5.3 Game Elements Restriction

If any equipment, Hero, skin, Arcana, or Common Skill encounters a BUG, or due to any other reason that is confirmed by the Tournament Committee, the referee may impose restrictions at any time before or during a Game

5.4 Illegitimate Benefiting

If a player encounters a bug that would severely affect the Game, then he/she shall immediately report the bug to the referee; if the player fails to do so, he/she may be

considered as deliberately concealing the bug or postponing reporting to find a point in time in his/her favour, which is subject to penalties.

5.5 Re-Pick/Ban

If a Game restarts due to any bug related to a Hero, then the referee reserves the right to decide whether to ban this Hero in the following Games or not. If the Hero is banned by the referee, then all the previous picks and bans related to this Hero will no longer be retained.

5.6 Restart Protocol

During a Game, in the case of a critical bug that would significantly change the Game mechanism and data, thus affecting players' competition capability, or in the case of external factors that render the Game unable to continue, the Game shall be allowed to be restarted. The Tournament Committee shall confirm that the bug is critical and can be proven and reserve the right to decide whether this bug has affected players' competition capability.

5.7 Punishment for Bug Exploiting

Exploiting bugs that have been announced in the Pre-Match Notification or unknown bugs that obviously affect the fairness of a Game will be subject to the following escalated penalties: (A) The player will be suspended for a minimum of 6 months. (B) The coaches and Teams have joint responsibility of management, and thus will be subjected to escalated penalties including but not limited to suspensions, hefty fines, or deprivation of participation in future Matches. (C) Penalty points to the Team involved in related Games/Matches.

6. Code of Conduct

6.1 General Requirements

All Team Members are expected to: (1) compete to the best of their skill and ability at

all times in the Tournament; and (2) uphold the highest standards of sportsmanship, professionalism, and integrity. The rules in this Section 6 (**"Code of Conduct"**) describe the behavior expected of professional esports athletes, both online and in-person. Any violation of this Code of Conduct may result in disciplinary action, as further described in Section 7 below.

6.2 Conduct During Competition

6.2.1 Respect for Opponents, Tournament Committee, and Staff

All Team Members must show respect to opponents, Tournament Committee, fans, sponsors, and venue staff at all times. This includes refraining from any verbal or physical confrontations, taunts, or provocations. During gameplay, Players must avoid excessive celebrations or rude gestures. Team Members are expected to settle their differences in a respectful manner and without resorting to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any in-person event.

6.2.2 Account Sharing or Impersonation

Players must compete using only their own registered *Honor of Kings* account and are not permitted to share accounts with other individuals or impersonate another player.

6.2.3 Exploits and Cheats

A Player may not intentionally exploit any in-game bug or known glitch, abuse game mechanics to gain an unfair advantage, or engage in any other action that is technically allowed but violates the spirit of fair competition.

6.2.4 Communications During Competitions

In-game chat and other forms of communication must remain constructive and free of toxicity. Insults, offensive language, personal attacks, or harassment of any kind are

strictly prohibited. All communications should aim to foster a competitive but respectful environment. All personal mobile phones and other communication devices must be removed from the match area before the start of a Game. Team Members are not allowed to text, email, make phone calls, or use social media while in the match area.

6.2.5 Appearance

Proper hygiene of a player is expected at all Tournament events. Before a match, a Player must follow the instructions of the Tournament Committee with respect to stage makeup. A Player is not allowed to cover his/her face or attempt to conceal his/her identity from a Tournament Committee. A Player may not wear a hat or dark glasses on stage, except for a hat that is part of that Player's official Team uniform.

6.3 Personal Responsibility, Honesty, and Integrity

6.3.1 Cheating

Any form of cheating is strictly prohibited. A Team Member must not engage in any behavior that undermines the competitive integrity of the Tournament. Cheating includes, by way of example: (1) making unapproved modifications to the *Honor of Kings* game client, (2) the use of third-party equipment, software, or accessories not approved in advance by the Tournament, including signaling devices, grip powder, and match phone cases, and (3) any other actions, such as gesturing, that give a Team or Player an unfair advantage.

6.3.2 Collusion and Match-Fixing

Team Members are prohibited from engaging in collusion of any kind. This includes: (1) providing opponents with insider information, strategies, or tactics; (2) agreeing to divide or share prize money in a manner that undermines the integrity of competition; (3) deliberately underperforming or losing a game to manipulate tournament standings or outcomes; and (4) match-fixing. Without limitation of the foregoing, no Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Game (or any

play or component thereof). If a Team Member is asked to engage in collusion, “fix” the outcome of a Game, or to otherwise take part in any actions prohibited by this Code of Conduct, that Team Member must immediately report this request to the Tournament Committee.

6.3.3 Offering or Accepting a Bribe

No Team Member may offer any gift or cash or other reward to a player, coach, manager, Tournament Committee, the Tournament Organizer or any other person employed or engaged by another Team to influence the outcome of a Game. No Team Member may accept any gift, reward or compensation from another Team or Player (or anyone acting on behalf of another Team or Player) in connection with any Game.

6.3.4 Gambling

Gambling on the outcome of a Game (including any plays or components of a Game) can pose a serious threat to the integrity of, and public confidence in, the Tournament. Team Members are not allowed to (1) place, or attempt to place, bets on any Game (or any plays or components thereof), or (2) associate with high volume gamblers, or deliver information to others that might influence their bets.

6.3.5 Honesty in Communication with Tournament Committee

Team Members must be honest and forthcoming in all communication with referees and Tournament Committee. Providing false information, misleading statements, or withholding relevant facts will be considered a violation of this Code of Conduct. No Team Member may refuse to comply with the reasonable instructions or decisions of the Tournament Organizer or any referee or Tournament Committee.

6.3.6 Account Manipulation

No Team Member may engage in, facilitate, or promote any form of account boosting or account manipulation. For the purposes of this rule, the term “account boosting” includes the act of playing on, accessing, or otherwise interfering with another

individual's game account for the purpose of artificially increasing that account's rank, level, standing, or any other status or metric, whether or not compensation is involved. The term "account manipulation" includes sharing login credentials, using third-party software or services to alter in-game performance or ranking, or any other conduct that undermines the integrity of competitive play. The use of another person's account, allowing another individual to use one's own account, or any attempt to disguise or misrepresent the identity of the player controlling an account is strictly prohibited. Account manipulation activities are prohibited regardless of whether the transaction occurs within or outside of a Tournament.

6.4 Confidentiality

The content of email communication, match channels, discussions or any other correspondence with Tournament Committee and administrators is deemed strictly confidential. The publication of such material is prohibited without written consent from the Tournament Officials.

6.5 Harassment and Discrimination

6.5.1 Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a period of time, or a singular egregious instance, which is/are to isolate or ostracize a person and/or affect the dignity of the person.

6.5.2 Sexual Harassment

Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.5.3 Discrimination Denigration

Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.5.4 Doping and Performance-Enhancing Substances

The use of performance-enhancing drugs (PEDs), including prescription stimulants or other substances intended to improve in-game performance, is strictly prohibited. The Tournament follows the Esports Integrity Commission (ESIC) Prohibited List, which can be found at https://esic.gg/codes/esic-prohibited-list/.

If a Team Member has a valid medical reason to take a substance on the ESIC list, they must disclose it to the Tournament Committee before the first day of the Tournament, along with medical documentation and a valid prescription.

The Tournament Committee reserves the right to perform random or targeted drug tests at any time during the Tournament. Refusal to undergo testing will be treated as a violation of the Official Rules.Violations related to doping may result in disciplinary actions including match forfeiture, prize forfeiture, suspension, or disqualification from the Tournament and/or future Honor of Kings events.

6.5.5 Drugs and Alcohol

The use, possession, distribution, or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament event or on premises that are owned by or leased to the Tournament Committee. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner,

combination, and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Game. Each Team Member must report any violation of this rule to the Tournament Committee.

6.5.6 Illegal or Detrimental Conduct

Team Members must comply with all applicable laws at all times during the Tournament. Team Members are prohibited from engaging in any behavior, both during and outside of Tournament-related activities, that could bring Proxima, the Tournament, its organizers, sponsors, or the esports community into scandal, public controversy, or disrepute. Such prohibited acts include: (1) engaging in illegal conduct, including theft, fraud, violence, or other criminal behavior; (2) making public statements or engaging in actions, whether in person, on social media, or other platforms, that are racist, sexist, defamatory, offensive, or otherwise harmful or that denigrate, disparage, or defame any referee or other Tournament Committee, HOK State Onz, Proxima, or *Honor of Kings*; (3) aligning with, endorsing, or being sponsored by entities involved in activities or products that are illegal, unethical, or otherwise considered damaging to the reputation of the Tournament, Proxima, or *Honor of Kings*.

6.5.7 Document Submission

Tax forms, registration forms, parental consent and other documentation may be required at various times by the Tournament Organizer. A Team Member violates this Code of Conduct if he or she knowingly provides false or inaccurate information to the Tournament Committee. A Team may be subject to disciplinary action if the documentation is not submitted by the deadline specified by the Tournament Committee or not completed to the standards set by the Tournament Committee.

7. Disciplinary Action

7.1 Tournament Officials

Tournament Officials are appointed by the Tournament Organizer to adjudicate matters related to a Match, including incidents occurring before, during, and after the Match. Their responsibilities encompass the oversight of Matches, which includes: (1) verifying each Team's Starting Line-up before the Match; (2) supervising the operation of all segments of the Match and the activities of individuals within the Match venue; (3) inspecting and monitoring Players' equipment; (4) implementing the basic Match procedures; (5) initiating pause and resume commands during a Game; (6) handling technical issues during the Game; (7) making decisions in response to in-game disputes; (8) imposing disciplinary action for violations of these Official Rules during the Match; and (9) conducting investigations of rules violations on behalf of the Tournament Organizer. Each Team Member agrees to cooperate with the Tournament Officials in their efforts to ensure compliance with these Official Rules.

7.2 Tournament Organizer

The Tournament Organizer will have the right to monitor compliance with these Official Rules and investigate possible breaches. Each Team Member agrees to cooperate with the Tournament Organizer or its designee in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these Official Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

7.3 Sanctions

If the Tournament Committee determines that a Team Member or a Team has

committed a violation of these Rules, the Tournament Committee may, in its reasonable discretion, issue any or all of the following disciplinary actions: (1) verbal or written warning(s); (2) loss of side selection for current or future Game(s); (3) Game or Match forfeitures, (4) prize forfeitures; (4) tournament forfeiture(s); (5) suspensions of a Team Member or the Team; and (6) disqualifications and bans, including from any future tournaments or other events related to *Honor of Kings* or esports properties owned or controlled by Proxima or its affiliates. A Team may be subject to the foregoing sanctions and disciplinary actions if its Team Member directs, encourages, knowingly assists, or knowingly permits another person or entity to violate these Rules.

7.4 Public Announcement of Disciplinary Action

Each Team Member acknowledges and agrees that the Tournament Committee reserves the right to publicly announce disciplinary actions imposed on Team Members or Teams, including the nature of the violation and the sanction imposed. This may be done to maintain transparency and uphold the integrity of the Tournament.

7.5 Sanctions Matrix

The Tournament Committee has developed the sanctions matrix below to guide its decision-making when determining the appropriate disciplinary action for Rule violations. The sanctions matrix considers factors such as the nature and severity of the violation, the intent behind the action, the potential or actual harm caused, and whether the violation is a repeat offense. While the sanctions matrix provides a framework for consistency, the Tournament Committee retains the sole discretion to determine the level and severity of the sanction in each case. This allows the Tournament Committee to address unique circumstances and ensure that the sanction aligns with the nature of the violation and its impact on the Tournament.

Severity Level	**Violation Details**	**Sanction Imposed**
1	Failure to arrive at the game lobby on time (not more than 5 minutes late).	**Verbal Warning.** OR **Written warning.**
	Removal the headset before the Game is over.	
	Failure to report to the referee when a Team Member needs to leave the seat or game lobby .	

	Any other violation that does not cause financial harm or result in adverse media coverage or comment.	
2	Failure to arrive at the game lobby on time (between 5 and 15 minutes late).	**Cash Fines:** 100 USD per instance.
	Using "Help Pick" during the draft.	
	Failure to return to the seat/game lobby on time after between Games (not more than 2 minutes late).	
	Talking to other players in the first five minutes during the pause.	
	Damage to equipment by accident (not severe).	**Cash Fines:** Based on the replacement value of the equipment.
	Any other violation that has only a minor impact on a Tournament procedure or process.	**Cash Fines:** 100 USD per instance.
3	Failure to use the players or coach registered on the	**Loss of all four bans** for the first Game of the Match

	Active/Compliant Roster or a permitted Substitute.	
	Failure to arrive at the game lobby on time (between 15 and 30 minutes late).	**Loss of all four bans** for the first Game of the Match. PLUS **Loss of Side Selection** for the first game of the Match. PLUS **Cash Fines:** 100 USD
	Failure to return to the seat/game lobby on time after between Games (between 2 and 10 minutes late).	**Loss of all four bans** for the next Game of the Match PLUS **Cash Fines:** 100 USD
	Any other violation that has a major impact on a Tournament procedure or process (including streaming of the Tournament).	
4	Failure to return to the game lobby on time before the first Game of the Match and no show for the team walk-in and introduction.	**Game Forfeiture(s):** The next Game will be automatically considered as loss. PLUS **Prize Forfeiture(s):** 10% deduction of the team prize pool.
	Failure to arrive at the game lobby on time (more than 30 minutes late).	
	Intentional or reckless damage to equipment.	**Player or Team Suspension(s):** The Player or Team Member

		will be suspended for the next Match. PLUS **Prize Forfeiture(s):** 30% deduction of the team prize pool.
	Refusal to cooperate with a referee or a member of the Tournament staff.	**Player or Team Suspension(s):** The Player or Team Member will be suspended for all remaining matches of Tournament. PLUS **Cash Fines:** 500 USD.
	Failure to return to the game lobby on time after the break between Games (more than 10 minutes late).	**Game Forfeiture(s):** The next game will be automatically considered as a loss. PLUS **Prize Forfeiture(s):** 10% deduction of the team prize pool.
	Any other violation that has a severe impact on a Tournament procedure or process but does not violate applicable law.	**Game Forfeiture(s)** or **Match Forfeiture(s)** PLUS **Prize Forfeiture(s):** 10% - 30% deduction of the team prize pool.
5	Collusion.	**Player or Team Disqualification(s):** The player and Team will be disqualified from the Tournament. PLUS
	Match-mixing.	
	Cheating.	

	Use of drugs in violation of the Rules.	**Player or Team Suspension(s):** The player or Team will have a two-year suspension for all Honor of Kings Tournaments and events. PLUS **Prize Forfeiture(s):** 100% deduction of the team prize pool.
	Betting for the Honor of Kings Tournaments.	
	Verbal or violent attacks on referees or Tournament staff.	**Player or Team Suspension(s):** The player will have a two-year suspension from all Honor of Kings Tournaments and events. PLUS **Prize Forfeiture(s):** 50% deduction of the team prize pool.
	Any other behaviour that violates applicable law or causes adverse media coverage or comment.	**Player or Team Disqualification(s)** from the Tournament. PLUS **Player or Team Suspension(s):** The player or Team will have a two-year suspension from all Honor of Kings Tournaments and events. PLUS **Prize Forfeiture(s):** 30-100% deduction of the team prize pool.

7.6 Final Determinations

Unless expressly stated otherwise, offenses and violations of these Rules are subject to sanctions and disciplinary actions, whether or not they were committed intentionally. Attempts to commit such offenses or violations (or solicit or induce another person or entity to do so are also subject to sanctions and disciplinary action. The Tournament Committee's determination as to (1) whether a particular offense or violation of these Rules has occurred, and (2) the appropriate sanctions or disciplinary actions (or combination of sanctions and disciplinary actions) for such offense or violation, will be final and binding in each instance.

8. Obligation

8.1 Cooperation

The Tournament Committee reserves the right to ask players, without affecting their gameplay and preparations, to cooperate with the officials in game-related activity participation, such as HOK State Onz related activities, news conferences, interviews of all kinds, and activities organised by sponsors. Tardiness due to personal reasons in those activities mentioned above may be subject to penalties.

9. Match Rules

a. Pre-Match Procedures

i. Pre-Tournament.

Before traveling to the host location of an in-person Tournament, the Tournament Organizer will set up an online conference to inform Players of logistical issues such as schedule, the client version of the game that will be used in the Tournament, match procedures, emergency measures, etc.

ii. Rehearsals.

A Team may conduct a rehearsal at the venue used for an in-person Match within the time period specified by Tournament Officials. During rehearsals, Tournament Officials will inform Team Members about the stage route, game day player-related arrangements, and instructions for pre-setting devices.

iii. Starting Line-Up and Side Selection Submissions.

A Team's starting line-up and side selection must be submitted no later than the time specified by Tournament Officials.

iv. Seating Order.

Players must sit in the order as (Left) Clash Lane / Jungle / Middle Lane / Farm Lane/ Roamer (Right) or (Right) Clash Lane / Jungle / Middle Lane / Farm Lane/ Roamer (Left) following the Starting Line-up during the in-person Tournament.

v. Device Checking and In-game Setup.

Players will have designated blocks of time prior to their Match to ensure they are properly prepared. Setup time begins once Players enter the Match Area during an in-person tournament, at which point they are not allowed to leave without permission of the on-site referee and accompaniment by another Tournament Official. The setup includes following:

(A) Ensuring the quality of all Tournament-provided equipment;

(B) Connecting and calibrating peripherals;

(C) Ensuring proper function of the voice chat system;

(D) Setting up Equipment and Arcana pages;

(E) Adjusting in-game settings;

(F) Limited in-game warm-up (only in Bootcamp).

b. Pre-Match Confirmation.

For an in-person Tournament, before a Match, Players will be granted access on the stage, where Tournament Officials will check the provided equipment with every Player. Players shall submit a Pre-Match Confirmation Card and return to the Team Lounge. Then, after the Player introductions before the Match, Players will have one minute to get ready for their scheduled match. The coach or team captain shall make sure all Players have finished Game settings, including Equipment and Arcana and other basic settings. The failure to make the correct settings within the allotted time at an in-person or online Tournament will not be an acceptable reason for a restart.

c. Game Room.

The referee will create the in-game official Game Room. Players shall be directed by the referee to join the Game Room.

d. Ready for the Match.

For an in-person Tournament, once all of the Players in a Match have submitted the second Pre-Match Confirmation Card, the Players may be asked by Tournament Officials to end the warm-up game and immediately join the Game Room.

e. Technical Support.

The Tournament Officials will be available to assist and to troubleshoot any problems encountered during the setup time. If a Player encounters any equipment problems during any phase of the setup process, the Player must alert and notify Tournament Officials immediately. Players at an in-person or online Tournament have an obligation to identify any technical issue during a Game with Tournament Officials.

f. Side Selection and Ban&Pick

i. Side Selection Rules.

For each Match, the Team's side selection for Game 1 will be decided by coin flip. For all Games after the first, the losing Team of the previous Game will have side selection right. The Team obtaining the privilege of choosing sides may independently decide whether to be the Red Side or the Blue Side. Side selection between Games will be decided after a Game. The Team with the side selection right for the next Game will have two minutes (after the Crystal is destroyed) to select their side for the next Game, during which the Team's coach shall inform the referee about their selection. If the process mentioned above fails to complete within the allotted time, the Team will be considered as having waived the side selection right. If so, the referee will, at his/her discretion, decide whether to give the side selection to the other Team, or whether the side selection of the last Game will be applied in the next Game.

ii. Ban&Pick Rules.

Once all Players have entered the Game Room, the referee shall request confirmation from both Teams regarding their readiness to commence the Ban & Pick (**"B/P"**) phase. The B/P process shall adhere strictly to the time limits specified in the official B/P Order & Time Limit Table below. The use of "Help Pick" functionality is strictly prohibited. Upon receiving confirmation of readiness from both Teams, the referee shall authorize the start of the Match by instructing the Game lobby to proceed. During a Game session, should any errors occur in the selection or trading of Heroes, Bans, Summoner Skills, Arcana, or other pre-match settings—whether due to accidental screen touches, failure to complete selections within the allotted time, or any other player error—the Match shall continue without interruption. The Team responsible for the error shall bear full responsibility and accept all consequences resulting from its mistakes. No resets or exceptions shall be granted under these circumstances.

Four-Ban Matches B/P Order & Time Limit Table

(A) Blue Side Pick-&-Ban time limit: 225s (30s*4+30s+30s+45s=225s)

(B) Red Side Pick-&-Ban time limit: 270s (30s*4+30s+30s+45s+45s=270s)

Round	Action	Time Limit
1st	Blue Team Ban #1	30s
2nd	Red Team Ban #1	30s
3rd	Blue Team Ban #2	30s
4th	Red Team Ban #2	30s
5th	Blue Team Pick #1	30s
6th	Red Team Pick #1&2	30s
7th	Blue Team Pick #2&3	30s
8th	Red Team Pick #3	30s
9th	Red Team Ban #3	30s
10th	Blue Team Ban #3	30s
11th	Red Team Ban #4	30s
12th	Blue Team Ban #4	30s
13th	Red Team Pick #4	45s
14th	Blue Team Pick #4&5	45s
15th	Red Team Pick #5	45s
16th	Hero Trades	20s

g. Multi-Class Hero

(a) During the Ban phase, each class is considered as different heroes independently.

(b) During the Pick phase, all classes are considered as one hero collectively.

h. Global Ban&Pick Rules

Global Ban&Pick mode introduces the following rules:

(a) Heroes used in the previous Games cannot be used for the remaining Games. Each hero can only be used once per Team in a Match.

(b) The referee will automatically ban heroes used in the previous Games and these heroes cannot be banned or picked during the draft.

(c) The usage limit of a hero applies to the Team as a whole, not individual players.

i. Ultimate Battle

In a Best-of-Seven (BO7) Match series conducted in an in-person Tournament, if the Match score is tied 3–3 after Game 6, an Ultimate Battle shall be initiated in accordance with the following procedures:

a. After the destruction of the crystal in Game 6, the coach of the losing Team will have sixty (60) seconds to select their side for Game 7;

b. Following side selection, the coach and registered staff will be permitted on stage for a maximum duration of three (3) minutes to complete and submit the hero lineups and challenger spells sheets for Game 7. The three-minute period will commence upon the coach's arrival on stage, with countdown signals announced by the referee with one (1) minute, thirty (30) seconds, and ten (10) seconds remaining. All documentation must be submitted to the referee at the conclusion of this three-minute period;

c. Upon submission and confirmation of lineups with the referees, both coaches shall proceed to the center of the stage for a mandatory handshake, after which both Teams may return to the waiting room for the scheduled game break;

d. Game 7 shall be conducted in Normal 5v5 mode with no Ban phase, and Players must select the exact heroes and challenger spells listed on the previously submitted documentation;

e. Any deviation from the submitted hero lineups or challenger spells shall result in a sanction equal to thirty percent (30%) of the Team's final prize pool earnings, and the Game shall be restarted until the fielded lineup fully conforms to the official submission;

f. In the event that a Team fails to submit its hero lineups and challenger spells within the designated three-minute period, the team shall be required to utilize the same lineup from Game 6 in Game 7.

j. Procedures During the Match

i. Game Start.

For in-person tournaments, upon completion of the Ban & Pick phase, both coaches shall proceed to the centre of the stage for a formal handshake before exiting to their designated positions. Following the commencement of the Game, coaches shall not be permitted to return to the stage for any reason other than to participate in a subsequent Ban & Pick phase. For broadcasting purposes, the Game will not begin immediately after the loading screen; instead, it shall commence only upon explicit authorization from the Tournament Officials. During this interval, the Tournament Officials shall ensure the Match Area is cleared of all non-essential items, including any written notes or materials left by Team Members. Players are strictly prohibited from exiting the Game during the period between the conclusion of the Ban & Pick phase and the official Game launch. As with in-person tournaments, Players are not permitted to exit the Game during the period between the end of the Ban & Pick phase and the Game launch.

ii. Substitution Between Games.

If a Team requires a substitution, the Team's coach must make the substitution request to the Tournament Officials before the Game ends (before one Team's crystal is destroyed). Each Team is allowed a maximum of two substitutions per Game. Substitutions can only be made after confirmation from the Tournament Officials.

iii. Break Time Between Games.

Before the Match, the Tournament Officials will inform the Teams of the scheduled break time. If a Team fails to return to the Match Area after a break is over, the next Game will commence as scheduled. During the in-person tournament, the Tournament Officials reserve the right to choose, at their discretion, whether to use a Player's account to enter the Game Lobby. After Ban&Pick phase begins, as long as one Player or the coach is present in the Match Area, that individual can proceed with the Ban&Pick phase for the entire Team. If all of the Team's Players are not in the Match Area after the Ban&Pick phase, the Team will be considered to have forfeited this Game.

k. Surrendering during game

Teams are strictly prohibited from using the "Surrender" function during gameplay. This rule is essential for maintaining the integrity and competitive spirit of the tournament. Any team that disregards this rule will face penalties imposed by the Tournament Organizers. We expect all teams to adhere to this guideline to ensure a fair and enjoyable experience for everyone involved.

l. Pauses During a Game

i. Pause Mechanics.

A pause is recognized as an official halt during a Game, initiated either by order of a Tournament Official or at a Player's request. While the Game is paused, the Match is still considered active, requiring Players and coaches to abide by the directives of Tournament Officials. In the event of a pause, a Tournament Official may issue troubleshooting steps to address and swiftly rectify any issues causing the stoppage. Players shall be obligated to assist the Tournament Officials in identifying and resolving reasons for the pause. Tournament Officials have the authority to initiate a Game pause or to implement a pause command on any Player's device, exercising complete discretion. Players must not request a Game pause for a trivial purpose. Only Team Members listed in the Active Roster are eligible to request a pause, with the frequency and conditions under which a pause can be requested determined by the Tournament Officials based on specific circumstances. Tournament Officials retain the right to approve or deny pause requests, and the Game continues until the Tournament Official's authorization. Deliberate disconnections will not warrant pause approvals. Should a Player intentionally disconnect the Game or audio without prior notification to a Tournament Official, for unjustifiable reasons, that Player may be subject to disciplinary action.

ii. Player Pause.

Players may request a pause in the Game immediately following any of the events described below, but the Player must signal a Tournament Official immediately by using the real-time audio (saying the word "pause") and raising his/her hands. The Tournament Official will then verify the situation and decide if it may become an authorized pause. Acceptable reasons for a pause include:

An unintentional disconnection, which may include Game, voice chat, or audio disconnection caused by a hardware or Internet malfunction.

(A) Unstable Internet connection, with a ping of 100ms or higher.

(B) Player's sudden physical illness or injury.

iii. Medical Pause.

During a Game, if a medical issue (such as illness, injury, or other similar conditions), renders a Player unable to continue and necessitates a pause, the Team is required to arrange for a substitute Player from the Team's roster within 5 minutes. The substitute must play with the same hero, utilize identical equipment, and adhere to the same settings as the Player being replaced, and will proceed with the Match without any adjustments. A player who is substituted due to a medical condition will be ineligible to participate in any of the remaining Games on that match day. Should a Team find itself with four or fewer available Players, the Tournament Organizer will exercise its discretion to determine the outcome. Players may not

un-pause the game themselves. The Game will be resumed once the countdown concludes or resumed by the Game Observer with Tournament Official's permission.

iv. Unauthorized Pause.

If a Player pauses or un-pauses a Game without permission from a Tournament Official, it will be considered unfair play and disciplinary action will be imposed at the discretion of the Tournament Official.

v. Player Conduct During a Pause.

1.1.1.1. For pauses under five minutes, Players are prohibited from communicating with one another until the pause concludes, indicated by a pause countdown displayed in the Game. In such cases, only a single Player is permitted to interact with Tournament Officials for the purpose of identifying or resolving the issue causing the pause. Unauthorized communication during the pause will result in a warning from the Tournament Officials and ignoring such a warning will lead to disciplinary action for non-compliance at the discretion of the Tournament Officials.

1.1.1.2. For pauses lasting more than five minutes, Players are allowed to communicate with each other.

1.1.1.3. For pauses lasting more than ten minutes, Players may request to use the bathroom, provided all Players leave and return together and avoid communicating with other individuals during this period.

1.1.1.4. During a pause, coaches are not allowed to interfere with the Match through any means, including entering the Match Area. Also, coaches are not allowed to communicate with Players through any means during a pause, including by means of gestures, voice chat, and written materials.

m. Resume and Restart Protocol

i. Game Resume.

After the countdown concludes, the Game will immediately resume.

ii. Review Period.

Within the first fifteen seconds after the Game resumes, Players are expected to play the Game as usual while a Tournament Official reviews whether the issue leading to the pause has been resolved. Based on this review, the Tournament Official has the discretion to initiate another pause if necessary.

iii. Confrontation State Pause Protocol.

The term "confrontation state" is defined as a situation where direct damage (damage caused by debuff not included) is made from a Hero to another within four seconds before the pause, or a situation where direct damage is expected between Heroes within four seconds after the Game resumes. If a pause occurs during a confrontation state, players will be instructed by the Tournament Officials to move their heroes to a safe area and cease confrontation for a brief duration (typically two to five seconds) once the Game resumes. After this period, the Game will be paused again and be resumed after the Tournament Official ensures both Teams are ready. Non-compliance with a Tournament Official's instructions, attempting to undermine fair play, or initiating unauthorized pauses will result in disciplinary action, subject to the discretion of the Tournament Officials.

iv. Time Machine Protocol.

In cases of special circumstances (such as network instability, equipment malfunctions, or malicious un-pause), that result in an unfair competition environment and significant disadvantages for one Team (such as losing a Tyrant or Overlord, heroes being killed), a coaches may request that Tournament Officials activate the "Time Machine" protocol. The Tournament Officials, exercising discretion based on the specifics of the situation, will determine the time point at which the issue occurred. The Game will then be reset to the time point specified by the Tournament Officials and play will resume once both Teams are ready. The Tournament Officials will prioritize a time point where no confrontation has occurred. Given the strong continuity of the game, the fluctuation caused by Time Machine protocol could significantly disrupt this characteristic. Therefore, it is considered a less desirable solution.

v. Game Restart.

If a Game is remade after a pause, the Game statistics before the pause will not be retained. The Tournament Officials will decide, in their discretion, whether the picks and bans shall be retained in the restarted Game. Retaining picks and bans means maintaining Players' former choices of Heroes and Common Skills.

vi. Extreme Situations.

An extreme situation, which means none of the pause protocols listed above can be applied to resolve the situation, may include: (1) the game program fails to operate normally for a long period of time; (2) a bug appears, which would greatly affect the fairness of a Game; or (3) the Match is unable to continue, during the in-person tournament, due to force majeure such as Internet connection, electricity, or equipment breakdowns. If one of these extreme situations leads to a prolonged pause and the Game cannot be restored to the same state as it was before the extreme situation occurred, the Tournament Officials will, at their discretion,

make one of the following decisions:

(A) Continue the Game in the Match Area;

(B) Continue the Game in another environment suitable for Match play;

(C) Remake the Game with picks and bans retained;

(D) Remake the Game without picks and bans retained; or

(E) Award one Team victory/defeat.

vii. Passive Advantage from Official Decisions.

In the event that a Game or a Player's competitive performance is disrupted due to an unexpected pause, interruption, or technical issue, any advantage that may arise as a result of a ruling or decision made by the Tournament Officials shall be considered passively obtained and therefore deemed legitimate. Such advantages, provided they are not the result of intentional misconduct or rule violations, shall not be subject to dispute or reversal.

viii. Non-Compliance.

If a Team Member fails to follow the instructions or decisions of a Tournament Official with respect to matters arising during the Match, the Player may be subject to sanctions, including:

(A) A yellow-card warning for the first infraction;

(B) A red-card warning for subsequent infractions following a yellow card, leading to ejection from the current Match and suspension from the next Match;

(C) Further infractions will incur escalating sanctions, at the discretion of the Tournament Officials.

n. Procedures After the Match

i. Post-Match Protocols for In-Person Tournaments

Following the conclusion of each in-person Match, Players will be allotted a designated period to celebrate and engage in team communication. At the conclusion of this period, Tournament Officials will instruct both Teams to proceed to the center of the stage to conduct the official post-match handshake. Upon completion of the handshake, the Players of the winning team are required to bow to the audience as a gesture of respect and sportsmanship.

ii. Match Results.

The Tournament Officials will confirm and record the Game result. For an in-person Tournament, both Teams are required to sign the Match Result Confirmation Form to affirm their agreement with the outcome. Players will then be informed of their standing within the Tournament and their next scheduled Match.

iii. Post-Match Obligations.

Players will be informed of all post-match obligations, including media appearances, post-game and backstage interviews, or further discussion of any Match matters. Players shall follow the instructions of the Tournament Officials with respect to the post-Match procedures applicable to the Tournament. Unauthorized actions, including changing hotel rooms or means of transport without permission, or not returning to the hotel during the night, are all prohibited. Players are not allowed to bring visitors to the team room, the hotel or transportations arranged by the Tournament Organizer without permission.

iv. Results of Forfeiture

Matches won by forfeit will be reported by the maximum margin it would take for one team to win the Match (e.g., 2-0 for best-of-two matches). No other statistics will be recorded for forfeited matches.

v. Appeals.

Any appeal by a Team Member during a Game must initially be communicated to and confirmed with the Tournament Officials before the matter is escalated to the Tournament Organizer. The Tournament Organizer is responsible for reviewing appeals related to judgment errors made by referees or other Tournament Officials. If it is determined that these Official Rules were not correctly applied in a particular instance, the Tournament Organizer has the power to overturn the decision of the Tournament Official. The Tournament Organizer has the authority to review any decisions made before, during, or after a Match to ensure that proper procedures are followed.

Venue and Match Area

o. Match Area.

Throughout the duration of a Match, access to the Match Area is limited only to the starting Players and coaches of the teams that are competing in the Match. No electronic devices, including mobile phones, tablets and smart devices (watches), are allowed in the Match Area during the Matches. No food is allowed in the Match Area, and drinks will be provided.

It is strictly forbidden to connect or use any electronic devices (e.g. phones, cameras, vaporisers, tablets, hand warmers etc.) to any USB hubs in the Match Area without prior examination and approval from the Tournament Officials. Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporiser) into the Match Areas unless permitted by the Tournament Officials. Such devices have to be handed to Tournament

Officials before the match starts. Participants are not allowed to take photos and/or make any recordings on stage.

10. Grant of Rights by Team Members

10.1 Use of Names and Likeness

Each Team Member hereby grants Proxima, Tournament Committee, and their respective affiliates the unrestricted, worldwide, royalty-free, and fully sublicensable right to record, broadcast, live-stream, reproduce, distribute, publish, display, edit, and otherwise use their name, gamer tag, image, voice, likeness, gameplay, game statistics, in-game persona, and biographical information in connection with:

(a) the live or recorded coverage of any part of the Tournament;

(b) the marketing and promotion of the Tournament, Honor of Kings, or related events;

(c) any other promotional content created by Proxima and Tournament Committee.

All participants acknowledge that their matches may be broadcast, and they may not opt out of being filmed, streamed, or interviewed during the Tournament, including on designated media days. Team Members may be requested to provide promotional assets, participate in interviews, or attend photoshoots, and such participation is mandatory unless otherwise excused in writing by the Tournament Committee. Failure to comply may result in penalties as defined in these Rules.

10.2 Ownership of Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of a Tournament are owned by Proxima or its licensors. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

10.3 Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (**"Feedback"**) to Proxima or Tournament Committee with respect to the operation of, or improvements for, a Tournament or *Honor of Kings*. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Proxima or the Tournament Committee. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Proxima, Proxima shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise.

11. Interpretation and Construction

11.1 Tournament Committee's Right of Interpretation

Any matters relating to the Tournament or *Honor of Kings* that are not covered by these Rules shall be subject to an interpretation made by the Tournament Committee and provided to the Teams from time to time in the form of an update to, or interpretation of, these Official Rules. All decisions made by the Tournament Organizer and the Tournament Officials regarding interpretations of these Official Rules are final and binding.

11.2 Additional Terms

Team Members may be required to accept additional terms from the Tournament Committee in order to participate in the tournament. All play of *Honor of Kings* is subject to compliance with the Terms of Use/End User License Agreement in effect for the Player's region. Proxima reserves the right to modify or cancel some or all of the Tournament, in its sole discretion, at any time.

11.3 Business Judgment

Whenever these Rules grant, confer or reserve to Proxima or Tournament Committee 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 Proxima and the Tournament Committee 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 Proxima and the Tournament Committee and the short and long term interests of the Tournament, *Honor of Kings* and the businesses and activities of the affiliates and group companies of Proxima and the Tournament Organizer. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Proxima, the Tournament Committee or any tournament official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Rules.

11.4 Language

These Rules have been written in the English language. In the event of a conflict in interpretation between the English version and a translation of these Rules, the English version shall control.

12. Supplement

12.1 Appeal and Role of Tournament Committee

All decisions regarding the interpretation of these Rules, player eligibility, scheduling and staging of the HOK State Onz, and penalties for misconduct, lie solely with the Tournament Committee. Tournament Committee’s decisions with respect to these Rules can be appealed. The appeal will be arbitrated by theTournament Committee within three working days, the result of which is final. The decisions shall not give

rise to any claim for monetary damages or any other legal or equitable remedy. During the HOK State Onz, the officials reserve the right to final decisions.

12.2 Rule Changes

These Rules may be amended, modified, or supplemented by the HOK State Onz, from time to time, in order to ensure fair play and the integrity of the HOK State Onz.

12.3 Professional Match Regulations

Players and other members in a team shall abide by Professional Match Regulations issued by the HOK State Onz.