Honor of Kings

King Rises Cup Season 1

RULEBOOK

1. Introduction and Purpose

Honor of Kings "King Rises Cup Season 1" is a competition for Honor of Kings hosted by Proxima Beta Pte. Ltd. (“Tencent”), and its affiliates who are engaged in operating the competition. These Official Rules ("Rules") of the Honor of Kings "King Rises Season 1" apply to each of the teams that qualified for the "King Rises Cup" Season 1 in 2026 (each, a "Team"), as well as their players, owners, managers, coaches, and other employees (collectively "Team Members").

These Rules are designed as a guideline and penalty index to ensure the integrity of the system established by the "King Rises Cup" officials for professional play of Honor of Kings, and fair play among the Teams that play at the professional level. A standardized rule set benefits all parties involved in the "King Rises Cup" Season 1 2026.

These Rules do not apply to terms or contracts that are agreed upon between players and their respective teams.

2. Definition of Terms

2.1 Game

A "Game" refers to 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) One Team surrendering the Game,

(C) Awarded Game Victory

2.2. Match

A "Match" consists of 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。

3. Team Member

3.1 Players Eligibility

3.1.1 Age

All Players must comply with the age regulation of Cambodia, with a minimum age limit of 16.

3.1.2 Region Requirement

To maintain the regional identity of the teams competing in this tournament, each team must have at least three players on its roster who are citizens or nationals of the team's home country.

Teams are allowed up to two players who are from other countries or regions not associated with the team's home region. Proof of residency is required (as defined in 3.1.3).

3.1.3 Proof of Residency

3.1.3.1 Legal Representation Status

To verify eligibility, all forms of long-term legal status enabling the player to reside in the country/region are accepted. These may include valid residency visas (e.g., work visas, athlete visas, student visas) and any other official documents affirming eligibility for representation. For the avoidance of doubt, a tourist visa does not confer eligibility

3.1.3.2 Three Month Residency

Players must provide valid documentation proving lawful residency within the represented region for at least consecutive 90 days before March 1st, 2026. Acceptable proofs of residency may include, but are not limited to, a valid passport, national identity card

3.1.4 Single Residency Status

A Player may only represent a single region at any point during the tournament. For example, one player can not represent both SEA and MENA to participate in "King Rises" Season 1.

3.1.5. No Tencent or Tournament Organizer Employees

Team Members may not be employees by Tencent Holdings Limited (“Tencent”), the Tournament Organizer, or any of their respective affiliates during the tournament.

3.2. Player Name

Player names must only include English characters and numbers and may not exceed 12 characters. Players may not include using names identical or like Heroes in Honor of Kings. Player names may not include all or part of a corporate name or make use of the trademarks or other intellectual property of any third party. Player names may not include any word or phrase in any language that is offensive, toxic and hurtful. Player names will be selected at the time of registration and may not be changed during the tournament. All Player names must be reviewed and approved by the "King Rises" Committee.

3.3. Coach, Manager and Staff

Each team may have one designated Head Coach, one assistant coach, and one team manager. A Team may not change its Coach, Manager and Staff during the tournament.

3.3.1. Registration

The designation of Coach, manager and staff by the Team must undergo registration and approval procedures. Announcement of the designation prior to approval by the "King Rises" Committee is prohibited and will be subject to penalties.

3.3.2. Single Capacity

The Coach, Manager and Staff may only be registered with one (1) team, they may not represent more than one team during the tournament.

3.4. Owners

3.4.1. Ownership of the Slot

"King Rises Cup" Committee will deem the Owner(s) who registered the Team in accordance with the Registration Requirements to be the sole owner(s) of the Team and the Team’s slot in an Official Competition for purposes of these Rules. Accordingly, if a Team wins the right to progress to the next stage of an Official Competition, that right is owned by the Team and its Owner(s), not by the players or any other person or entity.

3.4.2. Concurrent Ownership

No individual or entity may have an ownership interest, operational control or voting control, directly or indirectly, of more than one team in the "King Rises Cup" Season 1.

4. Roster Rules

4.1 Team Formation

4.1.1 Roster Requirement

Each team must maintain a minimum 5 members, including five Players and a maximum 10 members, including one Head Coach, one assistant coach, one manager, seven Players during the "King Rises Cup" Season 1.

4.1.2. Starters and Substitutes

Each Team must maintain, at all times during the tournament, five players in the Team’s starting lineup (“Starters”) and play in the match. A Team may add two additional players to act as

substitutes (“Substitutes”). Requests to modify the starting lineup for the Team's first Game of each match day may not be submitted later than 24 hours prior to the match. Requests must be made by the designated coach, captain or manager. Failure to designate the starting lineup before the deadline will result in a default starting lineup for the first Game.

4.2. Active Roster

Starters, Substitutes and Coach form the "Active Roster". No individual may simultaneously hold two or more of the roles listed above.

4.2.1. Single Team Exclusivity

A Player/Manager/Coach/Staff may register and represent for only one Team and cannot be listed on the Active Roster of more than one Team.

4.3. Substitutions

4.3.1. Substitutions during Match

A Team may substitute Players between Games of a Match (BO3 and BO5). The team must notify a tournament referee and have the substitute approved no later than 5 minutes after the end of the previous game.

4.3.2. Emergency Substitutions

In the event of an emergency, a Team will be given a certain time to find an immediate Substitute upon approval of the "King Rises Cup" Committee. If a team is unable to find a substitute player before the competition commencement, the Team will forfeit. The "King Rises Cup" Committee will determine if an event qualifies as an emergency. A substitute player should satisfy the requirements stipulated in Player Eligibility of Team Member Eligibility.

5. Organization

5.1 Team Names

Each Team must have a unique full name and an abbreviation of at least 2 characters and not exceeding 4 characters. Team full names and abbreviations must only contain English characters and numbers. Unless otherwise specified by the Team, the "King Rises Cup" Committee is entitled to use, at its own discretion, the full Team names and/or the abbreviations on any occasion during the tournament.

5.2. Team Logos

Each Team must have a unique logo which differs in shape from other teams. Unless otherwise specified by the Team, the "King Rises Cup" Committee is entitled to use, at its own discretion, the Team Logos on any occasion during the tournament.

5.3. Team Jerseys

Team Jerseys, including but not limited to T-shirts, Jackets and Pants, must have a unique design. Players shall, in official tournament settings (game days and media days), wear Team Jerseys. Team Jerseys must prominently display the team logo on the front. The number of sponsor logos should be reasonable.

The "King Rises Cup" Committee will review jerseys, with the authority to suggest modifications. This review will include checking if the design meets basic aesthetic standards and whether the size and placement of logos are appropriate. Teams will face penalties if Team members wear any Jerseys without the approval from the "King Rises Cup" Committee.

5.4. Common Restrictions

Team Names and Logos may not include all or part of a corporate name or make use of the trademarks or other intellectual property of any third party. Team Names and Logos may not include any word or phrase in any language that is offensive, toxic and hurtful. Team Names, Logos will be selected at the time of registration and may not be changed during the tournament.

5.5. Review

All Team Names, Logos, Jerseys must be approved by the "King Rises Cup" Committee before use in tournaments. Changes to the Team Names, Logos and Jerseys are not allowed except under certain extenuating circumstances and must be approved by the "King Rises Cup" Committee. The "King Rises Cup" Committee reserves the right to approve or reject a Team Name, Logo and Jersey if it does not uphold the professional standards sought by the tournament.

6. Tournament Structure

6.1. Schedule

Honor of Kings "King Rises Cup Season 1" consists of three stages:

(A) Open Qualifier : 13 March - 15 March

(B) Auto Invite Qualifier (Quarter Finals): 28 March

(C) Semi-Finals & Grand Finals: 29 March

6.2. Open Qualifier

6.2.1. Open Qualifier Draw

All registered teams will be randomly drawn into a single elimination format to determine top 4 to proceed to the next stage.

6.2.2. Open Qualifier Format

According to Open Qualifier Draw results, all teams are to be put into a single elimination format to determine the top 4 placements. In round 1 of the group draw, a Bo1 format is employed. This entails that the winning team will proceed to round 2. In round 2, a Bo1 format is employed. This entails that the winning team will proceed to round 3.In round 3, a Bo3 format is employed At the conclusion of Round 1,Round 2 and Round 3, the top 4 teams will proceed to the Auto Invites Qualifier.

6.3. Auto-Invite Qualifiers

6.3.1. Auto Invite Qualifiers (Quarter Final)

Following the completion of the Open Qualifier Stage, the Top 4 teams from Open Qualifier will match against the Top 4 Auto Invited teams, this is Round 4 of the tournament. All teams will enter an Auto Invite Qualifier Draws to ensure Auto Invited Teams will match up with the Open Qualifiers Team.

Bo3 single elimination format is deployed based on the Auto Invited Draws, with the winning teams advancing to the Quarter Finals. Teams that lose in this stage will no longer have a chance to advance or participate in any further matches after that round concludes.

6.3.2 Semi Finals

Bo3 single elimination format is deployed based on the Auto Invite Qualifier (Quarter Finals) result, with the winning teams advancing to the Grand Finals. Teams that lose in this stage will no longer have a chance to advance or participate in any further matches after that round concludes.

6.4. Grand Finals Format

BO5 single elimination format is employed for Finals. The Team wins three Games and first will be the Champions of Honor of Kings "King Rises Cup" Season 1.

6.5. Prize Distribution

Standing	Prize Money (USD)
1st	400
2nd	225
3rd	125

6.5.1. Competition Prize Distribution

Prizes will be awarded to Teams based on final Team standings. Prizes will be paid out to Teams and are non-transferable. Each team ("Potential Winners") is eligible for one prize package for the tournament. Potential Winners who are eligible for the award of a prize assume all liability for the use of the prize. It will be received after the tournament within 3 months.

6.5.2. Requirements to Collect a Prize Award

Potential Winners must comply with Official Rules and winning is contingent upon fulfilling all requirements. Potential Winners shall have no right to any prize unless the conditions set forth in these and any other applicable rules are satisfied. Potential Winners will be notified after the end of the Tournament. Each Potential Winner is required to follow the instructions in the notification. In order to be eligible to claim a prize, each Potential Winner will be required to fill out and sign, within the prescribed period in the notification, an affidavit of eligibility and liability/publicity release form, as well as all applicable governmental and tax forms required to receive a prize.

6.5.3. Costs Associated with Collecting a Prize Award

Participants are responsible for any and all costs and expenses associated with their prize that are not specifically outlined herein. National or local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Participant.

8. Match Rules

8.1. Pre-Match

8.1.1. Attendance in time

On the match day, Team Members on Active Roster must arrive at the Match Area before the time specified by the "King Rises Cup" Committee. If a team fails to arrive before the match time:

(A) 15 minutes later, the team shall have no bans in the Game.

(B) 30 minutes later, the team shall be declared as the losing side of the Game.

8.1.2. Game Room

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

8.1.3. Ready for the match

Once all ten Players in a Match have submitted the second Pre-Match Confirmation Card, Players may be asked by Referees to end the warm-up game and immediately join the Game Room.

8.2. Side Selection and Ban&Pick

8.2.1. Side Selection Rules

For each Match, teams' 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 could 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 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.

8.2.2. Ban&Pick Rules

Once all ten Players have joined the Official Game Room, the Referee will request confirmation that both teams are ready for the Ban&Pick (B/P) phase. The time limit for each B/P round is on the B/P Order & Time Limit Table below. Help Pick is not allowed, once both teams confirm readiness, the Referee will instruct the lobby Room to start the Game. During a consistent Game, in the event of an erroneous selection or trading of Heroes, Ban&Pick, Summoner Skill, Arcana, or pre-match setting due to Players' mistake, including but not limited to an accidental touch on the screen or failure to finish the Ban&Pick within the allotted time, the Game will continue, and the team will bear all consequences for its mistakes.

8.3. During Match

8.3.1. Game Start

After the Ban&Pick Phase, the game shall start. After a Game starts, the Coach will not be granted the access in the same room or in whatever case other than the Ban&Pick phase.

8.3.2. Substitution Between Games

If teams require substitution, Coaches/Manager or Captain must declare the substitution requests to the Referee before the previous 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 the referee's confirmation.

8.3.3. Break Time Between Games

Before the Match, the Referee will inform teams of the break time. If a team fails to return to Match Area after break time, the next Game will commence as scheduled. If all five Players are not in the Match Area after the Ban&Pick phase, the team will be considered to have forfeited this Game.

8.4. Post-Match

8.4.1. Match Results

The Referee will confirm and record the Game result. Subsequently, both teams shall sign the Match Result Confirmation Form to affirm their agreement with the outcome. Players will be informed of their standing within the tournament and upcoming scheduled Match.

8.4.2. 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., 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

8.5. Pause

A pause is recognized as an official halt during a Game, initiated either by the referee's order 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 referee's directives. In the event of a pause, the referee may issue troubleshooting steps to address and swiftly rectify any issues causing the stoppage. Players shall be obligated to assist the referee in identifying and resolving reasons for the pause. The referee holds the authority to initiate a Game pause or to implement a pause command on any player's device, exercising complete discretion. Players must not trivially request game pauses. 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 referee based on specific circumstances. The referee retains the right to approve or deny pause requests, and the Game continues until the referee's authorization. Deliberate disconnections will not warrant pause approvals. Should a player intentionally disconnect the Game or audio without prior notification to the referee, for unjustifiable reasons, that player will face all resultant repercussions.

8.5.1. Player Pause

Players may request a pause in the Game immediately following any of the events described below, but the player must type “p” or “pause” in the chat message box. The referee will then verify the situation and decide if it may become an authorized pause. Acceptable reasons include:

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

(B) Unstable Internet connection, with a Ping of 100ms or higher.

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

8.5.2. Unauthorized Pause

If a Player pauses or unpauses a Game without permission from the Referee, it will be considered unfair play and penalties will be applied at the discretion of the "King Rises Cup" Committee.

8.6. Resume and Restart Protocol

8.6.1. Game Resume

After the countdown concludes, the game will immediately resume. No additional restrictions will be imposed for the remainder of the game.

8.6.2. Review Period

Within the first fifteen seconds after Game Resume, players are expected to play the game as usual while the referee reviews whether the issue leading to the pause has been resolved. Based on the review, the referee has the discretion to initiate another pause if necessary.

8.6.3. Confrontation Pause Protocol

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 are instructed by the referee 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 duration, the game will be paused again and be resumed after the referee ensures both teams are ready. Non-compliance with the referee's instructions, attempting to undermine fair play, or initiating unauthorized pauses will result in penalties, subject to the "King Rises Cup" Committee's discretion.

8.6.5. Game Restart

If a Game is remade in the case of a pause, then the Game statistics before the pause will not be retained. The referee will decide, at 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.

8.7. Extreme Situations

An extreme situation, which means none of the pause protocols listed above can be applied, may include:

(A) The game program fails to operate normally for a long period of time.

(B) An unsolvable bug appears, which would greatly affect the fairness of a Game.

(C) The Match is unable to continue due to force majeure such as Internet connection, electricity, or equipment breakdowns.

If the above extreme situations lead to a prolonged pause, which means the Game cannot be restored as the same as before, the referee will, at their discretion, make one of the following decisions:

(A) To continue the Game in the Match Area.

(B) To continue the Game in another environment suitable for Match play.

(C) To remake the Game with picks and bans retained.

(D) To remake the Game without picks and bans retained.

(E) To award one Team victory/defeat.

8.8. Legitimate Benefiting

When a game or player’s competitive state is disrupted due to unexpected pauses or disruptions, and the referee’s expedited decision leads to one side gaining an advantage, such advantage is considered passively obtained and thereby deemed as legitimate benefiting.

8.9. Non-Compliance

Team Members failing to adhere to a referee’s decisions may result in:

(A) A yellow-card warning for the first disobedience.

(B) A red-card warning for subsequent disobedience following a yellow card, leading to ejection from the current match and suspension from the next match.

(C) Further violations will incur escalating penalties, at the discretion of the "King Rises Cup" Committee.

8.10. Referee

Referees are officials appointed by the "King Rises Cup" Committee to adjudicate every matter related to a match, including incidents occurring before, during, and after the Match. Their responsibilities encompass the oversight of Matches, which includes but is not limited to:

(A) Verifying each team's Starting Line-up before the Match

(B) Supervising the operation of all segments of the match and the activities of individuals within the match venue

(C) Inspecting and monitoring players' equipment.

(D) Implementing the basic Match procedures

(E) Initiating pause and resume commands during a Game

(F) Handling technical issues during the Game

(G) Making decisions in response to in-game disputes

(H) Levying penalties for disobedience of the rules during the Match

(I) Confirming the completion of the Match and documenting outcomes

8.10.1. Referee Conduct

At all times, Referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Player, Team, Team Manager, Coach, Owner, or other individuals.

8.10.2. Appeal

Any Appeal by Team Members during a game must initially be communicated to and confirmed with the "King Rises Cup" Committee before commencing with arbitration. Referees are prohibited from independently agreeing to any demands from Team Members. The "King Rises Cup" Committee is responsible for reviewing Appeals related to judgment errors made by referees. Should a referee be found at fault, they will be penalized by the "King Rises Cup"

Committee according to the nature of their mistake. If it’s determined that correct protocols were not adhered to, the "King Rises Cup" Committee has the power to overturn the referee’s decision. The "King Rises Cup" Committee has the authority to review any decisions made before, during or after a Match to ensure that proper procedures are followed.

9. Sponsorships

9.1. Prohibited Sponsors

Teams and Team Members are encouraged to develop relationships with sponsors. The sponsor's business scope should comply with the local laws and regulations of the region where the team belongs. If the overall team sponsorship conflicts with the following prohibited sponsor categories, it is required that the team is exempt from such sponsorship and a statement must be issued by the team's official social media. Teams and Team Members may not acquire sponsorship in the below listed categories:

(A)Casino or gambling websites.

(B)Websites and products related to pornographic imagery and sex.

(C)Firearms, handguns, or ammunition providers.

(D)Alcohol

(E)Drugs

(F)Tobacco or cigarettes, including e-cigarette and vaping products.

(G)Web3, cryptocurrency, NFT and Blockchain.

(H)Other Videos Games

It is prohibited for any social media posts, team jerseys, or any other form of publicity associated with the team to display the sponsor’s logo, or incorporate any slogans, hashtags, or keywords related to the banned sponsor categories.

Teams and Team members are allowed to acquire sponsorship with third party payment and app store organizations. However, the team jersey and any other assets employed for the Tournament are not allowed to include the sponsor's logo in these categories.

10.2. Sponsorship Approval

Teams must submit overall sponsor details to the "King Rises Cup" Committee for approval, including sponsors name, logo, category and the approach to advertise during the Tournament. For instance, if the sponsor requires the display of the sponsor's logo on the Team Members'

T-shirt, the design of such T-shirt needs to be provided in the request. The "King Rises Cup" Committee reserves the right to approve or reject the design or approach if it does not uphold the professional standards sought by the tournament.

11. Code of Conduct

11.1 Competition Conduct Code

11.1.1 Collusion

Collusion is defined as any agreement that involves two or more players to advantage opposing players. Secret agreement before the game to split prize money and/or any other form of compensation. Signaling or otherwise, among players. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

11.1.2 Competitive Integrity

Teams are expected to play at their best at all times within any Game and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

11.1.3 Buying, Selling, Renting, Transferring

Teams and players are not allowed to buy, sell, rent, or transfer materials, tangible or intangible, which belong to KPL, Honor of Kings, and all its parties concerned. Those materials include but are not limited to accounts, items, and gifts.

11.1.4 Cheating

Cheating of any forms is prohibited, including but not limited to any modifications of the Honor of Kings game client by any players, teams, or any individuals or organizations acting on behalf of a player or a team, any use of equipment accessories not permitted by the "King RisesCup" Committee such as signaling devices, or any other cheating actions such as gesturing, the use of unauthorized grip powder or match phone cases and films.

11.1.5 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes glitches in any game function that, in the sole determination of the "King Rises Cup" Committee, is not functioning as intended.

11.1.6 Spectator Monitors

Looking at or attempting to look at the spectator's monitors.

11.1.7 Ringing

Playing under another player's account or soliciting, inducing, encouraging, or directing someone else to play under another player's account.

11.1.8 Profanity and Hate Speech

A Team Member is not allowed to use language that is aggressive, insulting, defamatory, obscene, discriminatory, threatening, vulgar and offensive in the Match Area or online at any time. A Team Member is not allowed to issue or spread this type of language through any channels. A Team Member is not allowed to use this type of language on social media or during any public facing events such as streaming.

11.1.9 Studio Interference

No Team Member may touch or otherwise interfere with lights, cameras, or other studio equipment.

11.1.10 Unauthorized Communications

All communication devices must be removed from the Match Area before the game. Players are not allowed to text/email or use social media while in the Match Area. During the match, communication by a Starter shall be limited to the players of the Starter's team.

11.1.11 Doping

Doping, defined as the use of any banned performance-enhancing drugs which include but not limited to stimulants, narcotics, or beta blockers, is prohibited. It is a common obligation for everyone involved in "King Rises Cup" Season 1 to report any doping violation to the "King Rises Cup" Committee.

11.1.12 Identity

A player is not allowed to cover his/her face or attempt to conceal his/her identity from the referee. For this reason, hats are not allowed on the stage.

11.1.13 Appearance

Proper hygiene of a player is expected. Before a match, a player shall follow the instructions of "King Rises" officials in terms of stage makeup.

11.2. Unprofessional Behavior

11.2.1. Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable 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.

11.2.2 Sexual Harassment

Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether the object of a potential sexual harassment action 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.

11.2.3 Discrimination Denigration

Team Members are not allowed to 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.

11.2.4 Statements Regarding "King Rises Cup" Season 1, Tencent, and Honor of Kings

Members are not allowed to give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of "King Rises" Season 1, Tencent or its affiliates, or Honor of Kings, as determined in the sole and absolute discretion of "King Rises Cup" Season 1.

11.2.5 Confidentiality

A Team Member/team is not allowed to issue any information about "King Rises Cup" Season 1 without the permission of the "King Rises Cup" Committee. A Team Member is obliged to disclose no information provided by the "King Rises Cup" Committee.

11.2.6 Player Behavior Investigation

If an "King Rises Cup" official contacts a Team Member for behavior investigation, the Team Member is obliged to tell the truth. If a Team Member withholds information or misleads an "King Rises Cup" official, creating an obstruction of the investigation, then the Team Member is subject to punishment.

11.2.7 Criminal Activity

Any team member is not allowed to engage in any activity which is prohibited by common law, statute, treaty, or regulations for public security.

11.2.8 Moral Turpitude

A Team Member is not allowed to engage in any activity which is deemed by the "King Rises Cup" Season 1 to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

11.2.9 Public Order Disturbance

Members of a team are not allowed to damage the public property and disturb public order in the match area or the public places by actions including brawls, cursing other persons.

11.2.10 Abusive Behavior

Abuse of "King Rises Cup" referees in the Match Area or any other public occasion is prohibited, verbal or otherwise, which is against professional sportsmanship.

11.2.11 Bribery

No Team Member is allowed to offer any gift or reward to a player, coach, manager, "King Rises Cup" official, Tencent employee, or person connected with or employed by another "King Rises Cup" team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

11.2.12 Gifts

No Team Member is allowed to accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game.

11.2.13 No-Compliance

No Team Member is allowed to refuse or fail to apply the instructions or decisions of the "King Rises Cup" Committee. 11.2.14 Match-Fixing No Team Member is allowed to offer, agree, conspire a match-fixing. Match-fixing, under any circumstance, is subject to the heaviest punishment.

11.2.15 Document Requests

Documentation or other reasonable items may be required at various times throughout the "King Rises Cup" Season 1 as requested by the "King Rises Cup" Committee. If the documentation is not completed to the standards set by the "King Rises Cup" Season 1, then a team may be subject to penalties.

11.2.16 Association with Gambling

No Team Member or "King Rises Cup" official is allowed to take part, either directly or indirectly, in betting or gambling on any results of any "King Rises Cup" game, match or tournament.

12. Disciplinary Action

12.1. Investigation of and Right to Monitor Compliance

To ensure the integrity of the Tournament, the "King Rises Cup" Committee reserves the right to oversee adherence to these Official Rules, investigate potential violations, and enforce penalties for breaches. All Team Members and Team stakeholders are required to cooperate with the "King Rises Cup" Committee in any such investigations. A Team Member's failure to assist with an investigation conducted by the "King Rises Cup" Committee or its designated personnel, including but not limited to, being dishonest, withholding information, tampering with, or destroying evidence, is considered a violation of these Official Rules.

12.2. Subjection to Penalty

Violations of the Official Rules by any Team Member or Team stakeholder, caused by actions or negligence, will result in penalties. The "King Rises Cup" Committee will determine the severity and type of penalties. Decisions made by the "King Rises Cup" Committee regarding violations of the Official Rules or any other disputes related to the Tournament are conclusive.

12.3. Penalties

Penalties for violating these Official Rules may include, but are not limited to:

(A) Verbal Warning(s)

(B) Written Warning(s)

(C) Loss of Side Selection for Current or Future Game(s)

(D) Game Forfeiture(s)

(E) Match Forfeiture(s)

(F) Player or Team Suspension(s)

(G) Prize Forfeiture(s)

(H) Player or Team Disqualification(s)

(I) Ban for future "King Rises Cup" and/or Honor of Kings tournament events