



ACS EDU

**2024 ACS EDU TOUR
PLAYERUNKNOWN'S
BATTLEGROUNDS MOBILE
Official Rulebook**

(Version 1.0.0, 13th June 2024)

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BACKGROUND AND PURPOSE

The Official Tournament Rules for AMPRO Clash Series (“**ACS**”) EDU Tour PlayerUnknown's Battlegrounds Mobile Tournament (hereinafter referred to as the "**Competition Rules**") apply to each team that will be playing in the tournament, including coaches, administrators, owners, starting players, substitute players, trainees (collectively referred to as "**Team Members**") and other employees of the team. The ACS EDU Tour PUBG MOBILE Tournament (“**Tournament**”) will be divided into three stages, i.e., the **University Qualifiers** stage, the **State Qualifiers** stage and the **Grand Final** stage. Tournament Format will further be explained below.

These Rules apply only to the ACS EDU Tour PUBG MOBILE Tournament, and not to other contests, tournaments or PlayerUnknown's Battlegrounds Mobile (“**PUBG MOBILE** or the “**Game**”) activities organized.

These Rules are formulated solely to ensure that the ACS EDU Tour PUBG MOBILE Tournament are part of professional-level tournaments of PUBG MOBILE, allowing to establish system integrity and to guarantee contest fairness between all teams. The standardization of these Rules will benefit all people involved in the tournaments of PUBG MOBILE, including teams, players and administrators. In addition to these Competition Rules, the documents specified by PUBG MOBILE Officials are also part of these Rules that the participating teams are required to abide by.

These Rules will not limit the competitiveness of the players. The terms of the player-team agreement shall be decided separately by each team and player.

GENERAL TERMS

1.0 Acceptance of Competition Rules

1.1 Acceptance

1.1.1 Each Team Member must agree to these Competition Rules and the Registration Rules in order to participate in the ACS EDU Tour PUBG MOBILE Tournament. A Team Member may accept these Competition Rules by registering to participate in the ACS EDU Tour PUBG MOBILE Tournament in accordance with the Registration Rules or by participating in any Tournament.

When a Team Member checks-in through discord, he or she may be asked to sign an acknowledgment form before the Tournament begins. This form confirms that the Team Member has accepted and agreed to abide by these Competition Rules and the Registration Rules. A Team Member's failure or refusal to sign an acknowledgment form when asked to do so may result in sanctions, including:

(a) Disqualification of the Team Member or the Team Member's Team from the applicable Tournament;

(b) Forfeiture of any and **all prizes earned** by the Team Member or such Team Member's Team; and/or

(c) Forfeiture of Team Member's or such **Team Member's Team's slot** in the **ACS EDU Tour PUBG MOBILE Tournament** or the applicable Tournament. A Team Member who is not asked to sign an acknowledgement form may accept these Competition Rules and the Registration Rules as provided in Section 1.1.1.

1.2 Changes to Competition Rules

The field of esports is changing rapidly as are the MOBILE games that are played in esports, and these Competition Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and the updates to PUBG MOBILE. Accordingly, CRIT Esports MY may update, amend or supplement these Competition Rules from time to time; and may interpret or apply these Competition Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these Competition Rules will be provided to the Team's Team Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these Competition Rules to other Team Members. Participation in the ACS EDU Tour PUBG MOBILE Tournament will constitute acceptance of the changed rules, instructions and guidance.

1.3 Enforcement of the Competition Rules

- 1.3.1 CRIT Esports MY has retained the right as the tournament officials “**ACS EDU Tour Officials**” and at all times may act with the necessary authority to preserve the best interests of the Tournament. This power is not constrained by the lack of any specific language in this document. The ACS EDU Tour Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the Tournament.
- 1.3.2 The ACS EDU Tour Officials will be responsible for, among other things, providing officials, referees and administrators for each Tournament and for ensuring compliance with these Competition Rules and the Registration Rules.

1.4 Privacy Policy

By participating in any Tournament, each Team Member will be deemed to have read and accepted Tencent's Privacy Policy, which can be found at the links below:

Tencent: <https://pubgMOBILE.proximabeta.com/privacy.html>.

2.0 Players

2.1 Eligibility

- 2.1.1 **Player Age.** In order to be eligible to participate in a Tournament as a player, an individual must have reached the age of 18 according to his/her birth date before their first match and must comply with any applicable age ratings for PUBG MOBILE established by the App Store and Google Play Store where the player downloaded PUBG MOBILE.
- 2.1.2 **Player Requirement.** All players on a Team's roster must be existing active students with proof of active student card. A team mixture of different universities/institutions is allowed to compete in the tournament as long as they are from the same territory, meaning state/region.
- 2.1.3 **Multiple Teams.** Players may not play with more than one Team at a time. However rejoining the Qualifier is viable, refer to clause 3.6.3 below.
- 2.1.4 **Regional Requirements.** In order to maintain the regional identity of teams that compete in a global competition and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain, at all times during any Official Competition, all players on a Team's roster must be from the same territory. The location of the student is based on the territory of the university itself.

2.2 No AMPRO Clash Series (“ACS”), Krafton or ACS EDU Tour PUBG MOBILE Employees

Team Members may not be employees of AMPRO Clash Series (“ACS”), Krafton, Inc. (formerly Bluehole), ACS EDU Tour PUBG MOBILE Employees or any of their respective affiliates at any point during the ACS EDU Tour PUBG MOBILE Tournament.

2.3 Player Names

2.3.1 A player’s gamer tag or in-game nickname (“Gamertag”) must consist of the player’s Team Abbreviation and player name in the format of “TEAM”. For example, a player named “Andrew” on team “CVIP” might have the Gamertag “CVIP.Andrew”. Gamertags will be selected at the time of registration and may not be changed at any time during the Tournament without the prior written approval of the ACS EDU Tour Officials. Examples of accepted Gamertag:

- CVIPAndrew (Player “Andrew” from Team CRIT VIP)

2.3.2 A player’s gamer tag is allowed to use upper- and lower-case letters; and numbers 0-9. No extra special characters (including underlines, spaces, etc.) are allowed. Player names can consist of 4-16 characters. Examples of banned Gamertag:

- 「*_^」 「Ezio」 (special characters)
- TeamBlankEzio (exceed character limit)

2.3.3 A Gamertag may not include any word or phrase in any language that is offensive, toxic or hurtful; and any contents about vulgarity, pornography, terror, violence, gambling, etc. A Gamertag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Tencent Games, PUBG MOBILE or any third party without the prior written approval of the ACS EDU Tour Officials. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the ACS EDU Tour Officials sufficient to demonstrate to the satisfaction of the ACS EDU Tour Officials that the player is properly licensed. Examples of banned Gamertag:

- Whore69 (offensive Gamertag)
- KillYourSelfPls (toxic and hurtful Gamertag)
- TencentAngel (intellectual property “Tencent”)

2.3.4 Notwithstanding any approval that may be provided by the ACS EDU Tour Officials, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player’s name or Gamertag shall be with the player. ACS EDU Tour Officials reserve the right to reject any Gamertag selected by a player and to require the player to select an alternate Gamertag that complies with these Competition Rules.

2.4 Tournament-Related Events

The Tournament Organizer, CRIT Esports MY (“**CEM**”) shall have the right to require players to cooperate in carrying out various media interviews, rehearsal/test match, sponsorship shoutout, social media content related to Tournament or PUBG MOBILE, video shooting and photo shooting session for the Tournament by CEM or in connection with the marketing and promotion of the Tournament and/or PUBG MOBILE (“Media Events”), provided that these Media Events do not unduly interfere with a player’s game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by CEM. CEM shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3.0 Team and Roster

3.1 Team Requirements

Tournament is an open qualifier for students of age 18 and above, and university students. Teams are not limited to the same university/institutions. However, each team is required to have a minimum of 4 players per team and maximum of 5 players, as long as they are from the same territory, meaning state/region.

3.2 Roster Requirements

- 3.2.1 **Starters and Substitutes.** Each Team is required to maintain, at all times during the Tournament, four players in the Team’s starting lineup (“**Starters**”).
- 3.2.2 The starter lineup will be according to the submitted info as during registrations. Any changes prior to the official tournament matches do inform Tournament ACS EDU Tour Officials. Decisions will be made by the ACS EDU Tour Officials. Players can participate as long as you are a student and proven.
- 3.2.3 ACS EDU Tour Officials shall have the right to disqualify any Team with an incomplete roster. A Team has the option of adding one additional player who shall act as a substitute (“**Substitute**”). Teams are strongly encouraged to register **five players**, which is the maximum number of players allowed.
- 3.2.4 Before the start of the Tournament tournament, substitutes are allowed to replace one previous player with the approval of ACS EDU Tour Officials. However, for matches that are broadcasted, teams need to inform ACS EDU Tour Officials regarding their substitution 1-2 hours before the match starts.
- 3.2.5 Teams are to confirm their starting lineup from the registration date set by the ACS EDU Tour Officials.

3.3 Minimum Roster Requirement

All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must at all times comply with the minimum roster requirement during the Tournament. If at any point a Team's roster falls below four players, the Team will be subject to disqualification or other sanction, unless given permission to drop below the minimum roster by ACS EDU Tour Officials, at the Official's sole discretion.

3.4 Playing Roster

3.4.1 During official Tournament Matches in Tournament, the lineup of the players that are currently playing in it ("**Main Roster**") must maintain, at all times from the same institution.

3.4.2 Team Captain. Each Team must designate one player as its captain when completing the online registration process ("**Team Captain**"). The Team Captain will be responsible for all Team communications with ACS EDU Tour Officials. The ACS EDU Tour Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change its Team Captain during a Tournament without the prior written approval by ACS EDU Tour Officials.

3.5 Waiver Due to Force Majeure

A. Waiver With Application

Any players quitting this competition due to special circumstances will need to sign the ACS EDU Tour Officials-provided "Notes for Waiver of Tournament", and submit it to the ACS EDU Tour Officials for Approval. Player can only quit with the ACS EDU Official's permission, and players need to be responsible for the following:

- Only 1 player quits in the team, the team can continue the competition with the remaining 3 players; The player who quits the competition will not obtain any award from Tournament, which may include university/state/grand finals placement prize, show match prize, subsidies, personal expenses, a combination of any of these or everything stated above.
- If a team couldn't have at least 3 active players to play, the team will be disqualified. The team will retain the scores before the disqualification.

3.6 Submission of the Roster and Team Registration

3.6.1 Before the start of the Tournament, each Team must register its roster (including all Starters) using the online tools provided by ACS EDU Tour Officials. No changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the ACS EDU Tour Officials (including for changes due to sickness, visa issues, etc.).

3.6.2 Team Names and Logos. The Team's name will be selected at the time of registration and may not be changed at any time during the Tournament without the prior written approval of the ACS EDU Tour Officials.

- All Team names must be different and unique. Neither a Team's name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of CEM, PUBG MOBILE or any third party without the prior written approval of the ACS EDU Tour Officials. In order to secure such approval, a Team will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the ACS EDU Tour Officials sufficient to demonstrate to the satisfaction of the ACS EDU Tour Officials that the Team is properly licensed to use such third party's intellectual property.
- Notwithstanding any approval that may be provided by the ACS EDU Tour Officials, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team name shall be with the Team. ACS EDU Tour Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these Competition Rules.

3.6.3 Rejoining Teams. The Team is required to clearly state they are a rejoining team in the Registration Form and to inform the ACS EDU Tour Officials without getting the Player's Kit. However, they would need to carry out the Activation of SIM CARDS which are provided to all confirmed participating teams. There will be no limit for teams and players to rejoin if they change roster as long as they are within the same territory, meaning state/region.

4.0 Tournament Format

4.1 Points Distribution

Refer to Table 1.0 below

Points Distribution			
<i>Elimination Points</i>		<i>1 per elimination</i>	
Place	Points	Place	Points
1st	10	5th	3
2nd	6	6th	2
3rd	5	7th - 8th	1
4th	4	9th - 16th	0

Table 1.0

Ties are broken in the following order:

1. Total number of WWCD WWCDs across all matches.
2. Total number of Placement Points across all matches.
3. Total number of Elimination Points across all matches.
4. The highest Placement Ranking in the most recent match.

4.2 University Qualifiers Stage

- This stage will be open registration and players can join as long as they are eligible as provided in Section 2.0 above.
- Six Maps will be played in one day, following the Point Distribution as provided in Section 4.1 above.

Prize Distribution	
Place	Prize (RM)
1st	200.00
2nd	120.00
3rd	80.00

4.3 State Qualifiers Stage

- This stage is qualified from the University Qualifier Stage and will be broadcasted for one day.
- Six Maps will be played in one day, following the Point Distribution as provided in Section 4.1 above.
- The 1st Team from each State Qualifier will qualify into the Grand Final Stage.

Prize Distribution			
Place	Prize (RM)	Place	Prize (RM)
1st	1000.00	5th - 6th	250.00
2nd	750.00	7th - 8th	150.00
3rd	600.00	MVP	100.00
4th	500.00	-	

4.4 Grand Final Stage

- This stage is qualified from the University Qualifier Stage and will be broadcasted for two days.
- For the first day, Teams will be splitted into two groups and six Maps will be played for each group.
- For the second day, the top eight Teams from each group will play the final six Maps.
- Both days will follow the Point Distribution as provided in Section 4.1 above.

Prize Distribution			
Place	Prize (RM)	Place	Prize (RM)
1st	20,000.00	7th - 8th	4,500.00
2nd	15,000.00	9th - 12th	3,000.00
3rd	12,000.00	13th - 16th	2,500.00
4th	8,000.00	MVP	1,000.00
5th - 6th	6,500.00	-	

5.0 Ruleset

5.1 General Pre-Game Setup

5.1.1 Game Version

The version of PUBG MOBILE used for Tournament Games will be determined by CEM.

5.1.2 Player Accounts

Players will use their own online accounts and Gamertags for the Tournament. All the accounts used by the players will need to have their Game ID be submitted via the Registration Form. Player accounts registered may not be changed until the end of the Tournament. Player accounts are bound to the player and may not be used by other players until the end of the Tournament. If a player loses access to their account, they may request to change their account by contacting CEM. Their request to change is subject to approval by CEM.

5.1.3 Communication

All the players of a team will need to enter the official Tournament Discord before the Tournament starts.

All the players in the Discord are to comply with the instructions given by CEM.

5.1.4 Game Lobbies

All Tournament Games will be played in game lobbies hosted by the ACS EDU Tour Officials. Prior to a Tournament start time, Teams will be notified of official tournament accounts that will be used to host official Tournament Game lobbies through the Tournament Discord.

5.1.5 Start of a Game

Once all players of each Team have entered the official Tournament Game lobby, the ACS EDU Tour Officials will request confirmation from the Team Captains readiness to begin the game. Once each Team Captain confirms readiness, the ACS EDU Tour Officials will instruct the host to start the game.

5.1.6 Timeliness of Game Start

It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by ACS EDU Tour Officials. Disciplinary action for tardiness may be assessed at the discretion of CEM.

5.2 In-Game Setup and Rules

5.2.1 General/Game Setup

5.2.1.1. Maps: Erangel, Miramar and Sanhok

5.2.1.2. Game Mode: TPP

5.2.1.3. Starting Team: 4 Players

5.2.1.4. Roster Size: 5 Players (4 Starts and 1 Substitute)

5.2.1.5. Number of Teams per Tournament Game: 16

5.2.1.6. Advanced Settings: Only applicable to any rooms that are manually created by CEM. Advanced settings are set to default with exceptions lined out below.

	Sanhok	Erangel	Miramar
Weapon Settings	All Weapons x2	All Weapons x2	All Weapons x2
Magazie	x2	x2	x2
First Aid	Default	Default	Default
Vest	Default	Default	Default
Helm	Default	Default	Default
Playzone Shrink Speed	x1.1*	x1.1*	x1.1*

5.2.1.7. Flare fun: Off

5.2.1.8. Red Zone: Off

5.2.1.9. Vehicle Skin: Off/Use the skin provide by CEM

5.2.1.10. Aim Assists: Off

5.2.1.11. Sound Visualizer: Off

**Sanhok, Erangel and Miramar map follows PC Parameters*

CEM reserves the right to make changes on the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

5.2.1.12. Bluezone Settings

Erangel					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.55
2	0	60	120	100	0.6
3	0	60	150	300	0.6
4	0	50	150	500	0.65
5	0	50	150	800	0.65
6	0	50	90	1000	0.65
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time : 31m 40s					

Miramar					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	150	270	60	0.4
1	0	60	120	80	0.5
2	0	60	120	100	0.65
3	0	60	150	300	0.7
4	0	50	150	500	0.7
5	0	50	150	800	0.65
6	0	50	90	1000	0.6
7	0	50	60	1400	0.7
8	0	10	160	1800	0
Game Time : 31m 40s					

Sanhok					
Stage	Delay	Wait	Move	DPS	Shrink
0	90	120	240	60	0.45
1	0	90	120	80	0.65
2	0	60	120	100	0.6
3	0	60	100	300	0.6
4	0	50	80	500	0.65
5	0	50	60	800	0.65
6	0	20	40	1000	0.65
7	0	10	40	1400	0.6
8	0	10	100	1800	0
Game Time : 31m 40s					

5.2.2 Tournament Devices

All players are to use their personal mobile devices only.

5.2.3 Tournament Internet

Internet connectivity is the sole responsibility of the players and the tournament organizers will not be liable for any technical issues. Players have the option to use:

CEM will provide only 2 mode of internet connection:

- Wi-Fi Connection (subject to availability at each University)
- Players' own mobile data
- Unifi Mobile 5G Data (Optional)

5.2.4 Stoppage of Play

5.2.4.1. Pauses. No pauses will be permitted during Tournament play for any reason.

5.2.4.2. Remaking or Replaying Tournament Games. ACS EDU Tour Officials should be notified of any technical malfunction or other emergency immediately. Tournament Games shall be remade only pursuant to the request of CEM. CEM may remake a Tournament Game under the following circumstances:

- (a) Situation where CEM thinks that there is an unfair gaming environment.
- (b) Situation where the CEM decides that the game cannot be continued normally due to a technical difficulty. Exceptions include a player's personal mistake, personal Internet connection problem, and carelessness.
- (c) Situation where the lobby settings are not following the tournament settings, as per clause 5.2.1.

Circle will appear after 90 Seconds when the match starts. First circle closing (wait time) will be 150 Seconds for Miramar and Erangel and 120 Seconds for Sanhok. If the wait time for Circle 1 are longer than the tournament blue zone time it would mean the circle setting is incorrect hence CEM will remake the game.

(d) Situation where 1 or more of the players cannot connect to the Tournament Game before the departure of the starting plane; and

Additionally, when there is a disconnection like the situations below, there may be a rematch decided by CEM after at least three reconnect tries.

- Situation where there is a problem with the devices (phone or broadcasting devices) provided by CEM
- Situation where it is impossible to connect due to a problem with game server or host network service.
- In case of a fire, power outage or an accidental disaster.

5.2.4.3. Limitation on match remake and related measures

If the player fails to join the lobby, CEM will require the team to use a substitute player from the roster. If there is no substitute for the team, the team will wait for the referee team's decision on whether to allow that team to participate in the match with less than four players. CEM needs to make the decision within 5

minutes. The player in question is encouraged to restart their game and if that does not fix the issue, they can restart their phone. No remakes will be made.

5.2.4.4. Solutions for Extreme Cases

Notwithstanding the foregoing, if there is an extreme situation, such as a critical bug affecting three or more players, CEM will make a judgment as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if three or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in anyway.

In making a determination to proceed with the Tournament or order the remake of a Tournament Game, ACE EDU Officials will use their best judgment and may consider, among other factors, the game progress time and whether the player making the report is delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating.

If a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and ACS EDU Tour Officials decide not to remake the Tournament Game, competition should resume as normal, with the affected Team continuing to play without the affected player. If a player who has been disconnected or has otherwise experienced an extreme circumstance or critical bug is able to rejoin the game in progress, he or she shall be permitted to do so.

5.2.5 Game Bugs Compensation Points

5.2.5.1. Compensation Points

In situations where a player/team cannot reconnect to the game or are unable to play the game due to a critical bug, hardware, network or location issue on CEM's side during a round.

The affected player will need to provide proof of the critical bug affecting their gameplay to the CEM and ACE EDU Officials. If the situation is judged by CEM and ACS EDU Tour Officials to be eligible for compensation points.

- Two points will be awarded to the team as Compensation Points if a character gets pulled back up to the sky

with a parachute before landing and gets killed by an enemy team during the second landing or within 60 seconds upon the second landing.

The affected player must report to the tournament admin on one's team channel on the appropriate platform within 3 minutes after the character is killed and submit the recording file of the game screen within 30 minutes after the final match of the day. Tournament admin will check the file for confirmation and grant Compensation Points. No Compensation Point will be given out without a screen recording file unless it can be confirmed by another way.

- In a scenario where there are less than eight (8) teams remaining in a match and most of the players that are alive disconnect and are unable to rejoin, or other force majeure situations which make the game unable to continue, the surviving teams prior to the disconnect will be granted compensation points based on the following formula:

$$\frac{\text{Sum of Available Survival Points}}{\text{Number of Survival Teams}} + (\text{Players Left in The Team} \times \text{Elimination Point}) - \frac{\text{Elimination Point}}{\text{Number of Survival Teams}}$$

Elimination Point= The value of an elimination, which is currently one

(a) Non-Compensated Scenarios.

- If the problem is caused by the player's personal device or player's Internet.
- If the problem is solved and the player is Able to participate and end the round normally.
- Circumstances under which a player intentionally caused a problem. If found with evidence, the player will be immediately punished according to the sanctions stated in clause 6.4 below.
 - Microphone bug.
 - Blackouts that affect the player's network and device.
 - Vehicle bugs.

5.2.6 Unprofessional Conduct

In a situation where a player's survivability is not possible, and proceed to engage in subjective acts of self-inflicted damage or harm to teammates or self , such as self-bombing, self immolation, deliberately drowning, jumping from a high place to be eliminated, or moving towards the edge of the playing area to be eliminated by the blue.

First Offense: Verbal warning

Second or repeated offense: Official warning and/or penalties

5.2.7 Negative Competitive Behaviors

Behaviors that disregard the seriousness of the game's outcome and go against the principle of the game of striving victory.

Examples include :

1. In a match, when a team has no chance of winning the championship and deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game.
2. In a match, due to external factors such as dissatisfaction with referee decisions, or dissatisfaction with the coach or the club, a player deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game.
3. In League or Final matches, a team deliberately engages in negative behavior such as intentionally conceding points, self-inflicted harm, harming teammates, or quitting the game to preserve their strength because they have already advanced.

If found,

First offense: First official warning given along with points deduction for that match.

Second or repeated offense : In cases of severe circumstances, monetary fines including suspension of participation in the tournament, nullification of results, or disqualification from the tournament.

5.3 Post-Game Process

5.3.1 Results

For ACS EDU Tour, CEM will confirm and record all Tournament Game results and point allocations.

5.3.2 Tech Notes

Following each Tournament Game, any technical issues occurring regarding the player's own devices or/and Internet connection will be solely on the player's responsibility to solve. CEM will only be assisting for issues that came from CEM/third party issues, such as but not limited to:

A. PUBG MOBILE server undergoes maintenance, which is not a player's personal issue. CEM will make a decision in the best interest of the tournament.

B. Discord server is unavailable to players due to technical issues on their side. CEM will provide an alternative solution for communication as it is not a player's personal issue.

5.3.3 Break Time

In cases where breaks between Tournament Games are necessary or deemed to be desirable by the CEM, CEM will inform Teams of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

5.4 Player Equipment

Players may participate in Tournament Games only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without express approval of ACS EDU Tour Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not play on tablets, personal computers (PC), consoles, laptops, or any other non-handheld device. Players may not use an emulator to play on a PC or other device that is not a handheld device.

5.5 Substitutions and other Roster Changes

A Substitute may replace a Starter only between games during Tournament play. All substitutions must be submitted to ACS EDU Tour Officials one day before the actual substitution occurs.

CEM also reserves the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to ACS EDU Tour Officials if such roster change has not been publicly announced.

From State Qualifiers onwards, Teams must submit the starter lineup of the day before 12:00 pm GMT+8 on the match day. In the event of any player substitution, such Teams shall inform CEM within 3 minutes after the finish of the current game. A Substitute may replace a Starter only between games during Tournament play. During Online Events, all substitutions must be submitted to ACS EDU Tour Officials one day before the actual substitution occurs.

CEM also reserves the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to ACS EDU Tour Officials if such roster change has not been publicly announced.

Teams must submit the starter lineup of the day based on the registration form on the match day. In the event of any player substitution, such Teams shall inform CEM within 3 minutes after the finish of the current game and be acknowledged by ACS EDU Tour Officials.

6.0 Code of Conduct

6.1 General Conduct

- 6.1.1 **High Standards for Professionals.** All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, ACS EDU Tour Officials, the media, sponsors and fans.
- 6.1.2 **Competitive Integrity.** All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.
- 6.1.3 **Sanctions.** A violation of these Competition Rules will result in sanctions at the discretion of the ACS EDU Tour Officials, as discussed in greater detail below. All decisions made by the ACS EDU Tour Officials in regard to violations of these Competition Rules are final and binding.

6.2 Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

- 6.2.1 **Collusion.** Any form of collusion by any Team Members is prohibited. Examples of collusion are:
 - A. Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
 - B. Pre-arranging to Seasons prize money and/or any other form of compensation.
 - C. Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.
- 6.2.2 **Cheating.** Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as talcum powder and cell phone screen protectors, etc., shall be deemed cheating. Cheating offenses will result in sanctions as mentioned in clause 4.4.2. Exploiting offenses will result in sanctions as mentioned in clause 4.4.2.
- 6.2.3 **Exploiting.** Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at ACS EDU Official's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE. Exploiting offenses will result in sanctions as mentioned in clause 4.4.2.

- 6.2.4 Ringing.** Playing under another player's account or Gamertag, or soliciting or inducing someone else to play under another player's account or GamerTag, is prohibited.
- 6.2.5 Vulgar or Hateful Speech.** A Team Member may not, during an Online Event, media interview or in any communication relating to the Tournament or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.
- 6.2.6 Violence.** 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 On-Ground Events or against any competitor, fan or ACS EDU Official.
- 6.2.7 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 or other event or on premises that are owned by or leased to the ACS EDU Tour Officials. 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.
- 6.2.8 Gambling.** Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, the Tournament. Team Members are not allowed to (i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) associate with high volume gamblers, or deliver information to others that might influence their bets.
- 6.2.9 Studio Interference.** At On-Ground Events, no Team Members may interfere with lights, cameras or other equipment.
- 6.2.10 Unauthorized Communications.** At On-Ground Events, all communication devices other than devices authorized by CEM and ACS EDU Tour Officials for use at that On-Ground Event must be removed from the playing area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the

match, communication by a player shall be limited to the other players on the Team.

- 6.2.11 Identity.** At all public-facing Tournaments, a Player must not cover his or her face, hats and dark glasses are not allowed during On-Ground Events.

6.3 Unprofessional Behavior

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

- 6.3.1 Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.
- 6.3.2 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.
- 6.3.3 Discrimination and 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.
- 6.3.4 Negative Statements.** Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the ACS EDU Tour Officials, CEM or its affiliates, sponsors, or PUBG MOBILE.
- 6.3.5 Confidentiality.** Without consent of the ACS EDU Tour Officials, a Team Member may not disclose any confidential or proprietary information provided or made available by CEM or the ACS EDU Tour Officials to the Team Member in relation to the Tournament. Team Members shall be obligated to keep the confidential or proprietary information provided by the ACS EDU Tour Officials. The “confidential or proprietary information” of CEM and the ACS EDU Tour Officials includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by CEM or the ACS EDU Tour Officials to a Team Member concerning or related to PUBG MOBILE, the Tournament or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding

the disclosure of the information, is confidential information of CEM or the ACS EDU Tour Officials. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, the configuration of the stage used at Online Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event.

- 6.3.6 Illegal Activity.** Team Members are required to comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.
- 6.3.7 Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the ACS EDU Tour Officials, is unethical, immoral or disgraceful.
- 6.3.8 Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, ACS EDU Tour Officials, or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.
- 6.3.9 Gifts.** 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 Tournament.
- 6.3.10 Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the ACS EDU Tour Officials.
- 6.3.11 Match-Fixing.** 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 Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum penalty in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these Competition Rules, that Team Member must immediately report this request to the ACS EDU Tour Officials.
- 6.3.12 Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the ACS EDU Tour Officials. If the documentation is not completed to the standards set by the ACS EDU Tour Officials then a Team may be subject to sanctions.
- 6.3.13 Term of Use.** Any conduct that (i) violates the Terms of Use for PUBG MOBILE; (ii) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; or (iii) interferes with use of PUBG MOBILE by others is prohibited and a violation of these Competition Rules.
- 6.3.14 Drop Outs and Refusals to Participate.** If a Team Member or Team

registers for, or agrees to participate in, the Tournament, he, she, or it may not, without the prior written consent of the ACS EDU Tour Officials, drop out or refuse to participate in any Tournament Game or other event that is held during the applicable Tournament. An unexcused absence from a Tournament Game after the registration process is complete may result in sanctions, as provided in Section 6.4 below.

6.4 Disciplinary Action and Sanctions

6.4.1 Investigations by the ACS EDU Tour Officials. The ACS EDU Tour Officials will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches. By agreeing to these Competition Rules, each Team Member agrees to cooperate with the ACS EDU Tour Officials in any internal or external investigation that the ACS EDU Tour Officials conducts relating to a suspected violation of these Competition Rules, the Registration Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the ACS EDU Tour Officials and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

6.4.2 Sanctions. If the ACS EDU Tour Officials determines that a Team Member or a Team has committed a violations of these Competition Rules or the Registration Rules, the ACS EDU Tour Officials may, in its reasonable discretion, issue any or all of the following disciplinary actions:

- (a) Verbal or written public warning(s);
- (b) Prize forfeiture(s);
- (c) Game forfeiture(s),
- (d) Tournament forfeiture(s);
- (e) Forfeiture(s) of a slot;
- (f) Suspension(s); and
- (f) Disqualification(s) and ban(s), including from any future Tournaments or other events related to PUBG MOBILE or other video games or esports properties owned or controlled by CEM

6.4.3 Repeated Infractions. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the Tournament.

6.4.4 Final Determinations. Unless expressly stated otherwise, offenses and infringements of these Competition Rules and the Registration Rule are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. The ACS EDU Tour Officials's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

7.0 Use of Names and Likenesses

7.1 Grant of Rights by Team Members

Each Team Member hereby grants Tencent, CEM and the ACS EDU Tour Officials and their respective affiliates permission to live-stream, broadcast or record his or her play of PUBG MOBILE at any Tournament or part thereof. Each Team Member hereby further grants to CEM and the ACS EDU Tour Officials a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display his or her full name, GamerTag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with:

- (a) The broadcast or streaming of any coverage of all or any part of a Tournament;
- (b) The marketing and promotion of the Tournament or any Tournament or part thereof; and
- (c) The marketing and promotion of PUBG MOBILE.

7.2 Ownership of PUBG MOBILE Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any and all parts of a Tournament are owned by CEM, 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.

7.3 Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to CEM or the ACS EDU Tour Officials with respect to the operation of, or improvements for, the Tournament, a Tournament or PUBG MOBILE. 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 Beta Pte.Limited ("Proxima"), or the ACS EDU Tour Officials. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by CEM, CEM shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, entirely without obligation or restriction of any kind on account of intellectual property rights or otherwise.

8.0 Limitations of Liability

8.1 No Punitive Damages

To the maximum extent permitted by applicable law, neither CEM, the ACS EDU Tour Officials nor any of their respective affiliates or licensors (collectively, the “CEMParties”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these Competition Rules, the Registration Rules, the Tournament, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE, even if a CEM Party is at fault and even if a CEM Party has been advised of the possibility of such damages.

8.2 Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the CEM Parties arising out of or in connection with these Competition Rules, the Registration Rules, the Tournament, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed US\$ 500. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. CEM neither assumes, nor authorizes the ACS EDU Tour Officials or any other person or entity to assume on CEM’s behalf, any liabilities in, in addition to those liabilities expressly set forth in this Section 8.2.

9.0 Dispute Resolution

9.1 Governing Law

These Competition Rules will be governed by the laws of Malaysia without reference to its laws relating to conflicts of law.

9.2 Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, ACS EDU Tour scheduling and staging, and disciplinary action for misconduct lie solely with the ACS EDU Tour Officials or, at the option of the ACS EDU Tour Officials. The decisions of the ACS EDU Tour Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

9.3 Arbitration

Any dispute, controversy, or claim arising in any way out of or in connection with these Competition Rules will be referred to and finally resolved by binding arbitration administered by the Hong Kong International Arbitration Centre under the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force when the notice of arbitration is submitted (“Arbitration Rules”) in Hong Kong. The arbitration

tribunal will consist of one arbitrator to be appointed in accordance with the Arbitration Rules. The seat of arbitration will be Hong Kong and the arbitration will be conducted in English. The arbitration tribunal will have no authority to award damages excluded by these Competition Rules in Section 6. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

9.4 Remedies

Notwithstanding the foregoing, CEM or the ACS EDU Tour Officials shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by CEM or the ACS EDU Tour Officials of any of the provisions of these Competition Rules or the Registration Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain CEM or the ACS EDU Tour Officials from operating any Tournament event, conducting any Tournament or distributing any streams or other audiovisual content. Neither Tencent nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection.

10.0 Communication with CEM and ACS EDU Tour Officials

10.1 Prompt Communication

There may be circumstances where prompt communication between the Team Member and the ACS EDU Tour Officials or CEM is required, including, for example, in circumstances where the location of a particular game or event must be moved at the last minute and circumstances involving the health or safety of players, fans or others. Accordingly, each Team Member agrees to respond to any request from CEM, or a ACS EDU Official which solicits information or a response from such Team Member (whether such request is sent via phone call, text message, voice mail, email, Discord, WeChat or any other medium of communication for which a Team Member has provided contact information to ACS EDU Tour Officials or CEM (“Official Requests”) in accordance with the terms set forth in this Section 10 of the General Terms.

10.2 Official Requests via Tournament Discord

Team Members shall respond to any Official Requests sent from any official registered email address of CEM or ACS EDU Tour Officials within one business day of receiving such Official Request.

10.3 Urgent Official Requests

Notwithstanding Section 10.2 above, if a Team Member receives three Official Requests regarding a particular matter via at least three different mediums of communication within a four hour period, such Team Member must respond to at least one such Official Request within twelve hours of receiving the last (i.e. the third) of such Official Requests.

10.4 Deemed Receipt of Official Request

Any Official Request sent via email, text message, voice mail, Whatsapp, Discord, Facebook or WeChat will be deemed to have been “received” by a Team Member one hour after the time it is sent (as recorded on the device from which it was sent). Any Official Request that a ACS EDU Official provides (or attempts to provide) via phone call will be deemed to have been “received” by a Team Member thirty minutes after the time such phone call is made (as recorded on the device from which it was made) whether or not such phone call is answered by the applicable Team Member at such time.

10.5 Failure to Respond to an Official Request

A Team Member’s failure to respond to an Official Request in accordance with this Section 8 will be deemed a violation of these rules and a waiver or forfeiture of any rights or benefits the Team Member may have related to the matter or issue described in such Official Request. ACS EDU Tour Officials may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of those disciplinary actions outlined in Section 6.4. All decisions in regard to violations of this Section 8 are at the sole discretion of the ACS EDU Tour Officials.

11.0 Interpretation and Construction

11.1 ACS EDU Official’s Right of Interpretation

Any matters relating to the Tournament or PUBG MOBILE that are not covered by these Competition Rules or the Registration Rules shall be subject to an interpretation made by the ACS EDU Tour Officials and provided to the Teams from time to time in the form of an update to, or interpretation of, these Competition Rules or the Registration Rules.

11.2 Patch Update Clause

ACS EDU Tour Officials and CEM reserves the right to update the rules.

11.3 Additional Terms

Players may be required to accept additional terms from the ACS EDU Tour Officials in order to participate in Tournaments. CEM will collect, store and use a player’s personal information in accordance with the Privacy Policy for PUBG MOBILE

in effect for the player's Region. Play of PUBG MOBILE is subject to compliance with the Terms of Use/End User License Agreement in effect for the player's Region. CEM reserves the right to change or update these Competition Rules or the Registration Rules at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

11.4 Business Judgment

Whenever these Competition Rules or the Registration Rules grant, confer or reserve to CEM or the ACS EDU Tour Officials 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 CEM and the ACS EDU Tour Officials 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 CEM and the ACS EDU Tour Officials and the short and long term interests of the Tournament, PUBG MOBILE and the businesses and activities of the affiliates and group companies of CEM and the ACS EDU Tour Officials. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that CEM, or any ACS EDU Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Competition Rules or the Registration Rules.

11.5 Language

These Competition Rules have been written in the English language.

11.6 Conflicts

In the event of a conflict in interpretation between these Competition Rules (Handbook, Player Kit and Online Ruleset) and the Registration Rules, these Competition Rules shall take precedence. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of CEM (as determined by CEM) shall take precedence.