



## **RULES AND REGULATIONS – MVP SERIES 2025 EXCLUSIVELY AT KSL ESPLANADE MALL**

The MVP Series 2025 Exclusively at KSL Esplanade Mall | 1v1 OFFLINE FRIENDLIES (the “Tournament”) is a video game competition (with a skill-based format) conducted using **EA Sports FC25** played in the new generation console including PlayStation®5 console (“PS5”),. The tournament will be held offline on 31<sup>st</sup> May 2025 - 1<sup>st</sup> June 2025.

The Organiser for this Tournament is Gamesbond International Sdn. Bhd. (1441731-V) registered in Kuala Lumpur, Malaysia.

By entering the Tournament, Participants agree to be bound by these rules and regulations. The Organiser (defined above) reserves the right to amend these rules and regulations, including the Code of Conduct in Appendix A and the Tournament schedule, from time to time.

**Disclaimer:** This Tournament is not affiliated with or sponsored by Electronic Arts Inc. (“EA”) or its licensors.

### **Details of the Tournament:**

**Date:** 31<sup>st</sup> May 2025 - 1<sup>st</sup> June 2025.

**Tournament Time:** 10AM – 10PM

**Format:** Two-Staged Tournaments

**Venue:** KSL Esplanade Mall, Klang

**Mode:** Kickoff



## **MODE OF COMMUNICATION**

- All communication to Participants regarding the Tournament will be made via the official Tournament Discord group Discord.
- Participants are required to check and follow the bracket as provided in the official Tournament Discord to participate in the Tournament.
- All Participants are required to complete the check-in within the stipulated time in the Tournament schedule. Participants who are not able to complete the check-in process by the stipulated time will be disqualified from this Tournament.

## **ELIGIBLE TEAMS TO USE**

Football Clubs ONLY. Special teams, Men's and Women's International Teams are not allowed.

## **1. ELIGIBILITY REQUIREMENTS**

- 1.1. This Tournament is open to individual players who meet all of the following eligibility criteria:
  - 1.1.1. Participants who disagree with the Terms & Conditions stated in the google form by picking "NO" option will not be eligible to participate
  - 1.1.2. Once successfully registered, participants will receive notifications and updates via email. We reserved the right to reject your application to participate for any reasons whatsoever at our sole and absolute discretion.
- 1.2 Individuals who meet all the eligibility requirements listed herein are referred to hereafter as "Participants" or "Players".
- 1.3 Once successfully registered, Participants will receive notifications and updates regarding the Tournament via email 2 days prior to the tournament date. The Organiser reserves the right to reject a Participant's application to participate in the Tournament for any reason whatsoever, and any such decisions by the Organizer are final and binding.
- 1.4 Participants may be disqualified from participating in the Tournament and/or prevented from winning a prize if they fail to meet the eligibility requirements specified herein.



## 2. CHECK-IN PROCESS

- 2.1 All Participants are required to complete the check-in process before the Tournament's start time. To check-in, Participants are required to follow these steps:
  - 2.1.1 Participants must arrive as early as 60 minutes before the tournament start
  - 2.1.2 Participants are required to check-in at the registration counter.
  - 2.1.3 Participants are required to check in by using the same name associated with their registration for this Tournament. If their name is found to be incorrect or incomplete or different from the name they provided in their registration, their participation entry shall be disqualified without further notice to the Participant.
  - 2.1.4 Participants are required to follow the check in steps above for the Organiser to track their check-in process.
  - 2.1.5 Participants must be ready a minimum of 60 minutes before the Tournament's start time and ensure that they are set up and prepared for the online competition. Participants who fail to check-in during the given time according to the schedule will be disqualified.
  - 2.1.6 Upon completing the check-in for the competition, participants should ensure that all necessary gaming setups are checked to ensure a smooth gaming competition. Participants are also requested to add their first opponent before the competition starts (see the "Flow of the Tournament" section below for more details).
  - 2.1.7 Participants must be ready at their dedicated station during their scheduled match. The Head Marshal will call out each participant's name 15 minutes before their scheduled match started.
  - 2.1.8 IF any participants do not show up at their respective station, that participant will be eliminated from the tournament.
  - 2.1.9 Participants who fail to attend the tournament will not be eligible to receive any prize money, regardless of their performance or placement.



### 3. FLOW OF THE TOURNAMENT

- 3.1. a. All Participants are required to arrive as early as 45 minutes before the start time and check that their necessary gaming set-up is complete and ready upon the competition. Players who arrived 5 minutes late after the session has started will be disqualified
- 3.2. If any players are disqualified from this tournament, they are not allowed to re-register. Consequently, their slot will be given to players on the waiting list on the tournament day.
- 3.3. If Participants fail to check-in during the given time according to the schedule, participation entry will be disqualified.
- 3.4. Participants are required to report their score within 5 minutes of the match finishing.
- 3.5. Participants are required to report to Organiser by Discord if they are dropping out from the Tournament.
- 3.6. Participants are required to take a screenshot of the final score screen of each individual game showing the 90:00 play time.
- 3.7. All time slots will be following GMT +8
- 3.8. Gameplay settings are as follows:
  - 3.8.1. Participants will be using EA Sports FC25 – Offline Kickoff Mode.
- 3.9. All games will be using the following settings:
  - 3.9.1. Half Length: 5 minutes
  - 3.9.2. Squad Type: Normal
  - 3.9.3. Maximum of 3 pauses in each game for each player
- 3.9.4. All participants are given a maximum of 2 minutes to customize their tactics in the Team Management section.
- 3.10. All Participants are required to compete in a round robin group stage
- 3.11. Top 2 players from each group will proceed to the knockout stage
- 3.12. The points system will be as follow:
  - 3.12.1.1.1. Win: 3 Points
  - 3.12.1.1.2. Draw: 1 Point
  - 3.12.1.1.3. Lose: 0 Point
- 3.13. The tiebreaker of the group stage will be as follow:
  - 3.13.1.1.1. Goals Scored
  - 3.13.1.1.2. Goals Difference
  - 3.13.1.1.3. Head-to-Head



- 3.14. In the knockout stage, players will compete in a single elimination bracket.
- 3.15. Player name that appears first, is required to invite the opponent (name that is on top of other Participants in the bracket).
- 3.16. The format for the knockout stage will be Home and Away format.
- 3.17. There will be NO 'away goal' rules applied in this Tournament.
- 3.18. The winner will be based on aggregate score (total number of goals scored).
- 3.19. If the aggregate is tied, participants need to play the third match using 'Golden Goal' rules: if the score remains tied after 90 minutes in game time, the match will continue to the new match of 'Golden Goal'. After the third match of 'Golden Goal' and the winner can't determine by the goal scored, organiser will do the coin tossed to determine the winner.
- 3.20. Participants will need to play 2 games which is "Home" and "away". The total number of goals from each game will need to be reported as their total goals on Discord to the Organizer and Organizer will update the score on the Tournament system.
- 3.21. Participants that lose a round will be knocked out from the Tournament and the winners will proceed to the next round.
- 3.22. If the participants need to play the third game (for golden goal), participants need to inform the Organizer in the Discord group.
- 3.23. If disconnection/game crash happen during the game, the following will happen:
  - 3.23.1. If an opponent unintentionally disconnects from the game and is not able to reconnect to the game, the referee will determine if the match state can be restored to a similar point.
  - 3.24. If the match cannot be restored, then the referee will decide how to restart the game
  - 3.24.1. Example: An opponent disconnects at the 50<sup>th</sup> minute (during in-game time). The score of the game was 2-1.
  - 3.24.2. Here the referee would instruct the game to resume in 1<sup>st</sup> half with the implied score to be 2-1 and the implied half to be the 2<sup>nd</sup>. Participants would play until halftime to determine the result.
- 3.25. The Organizer will not accept any settlement agreement or arrangement between the participants that involves a breach of this Tournament's rules and regulations.



#### **4. PRIZING**

- 4.1. Winners are required to fill up the “Winners Detail Form” and “Payment Voucher” provided by the organiser within the given period of time in order to receive the prizes.
- 4.2. All the prizes will be distributed up to 60 working days after the tournament end.

#### **5. PRIZING AND PLAYER ENTITLEMENTS TERMS AND CONDITION**

- 5.1. Prizes and player entitlements are not transferable. No substitution of prizes or player entitlements for other goods and services is permitted. All expenses not specified above, including without limitation all applicable taxes and international tariffs, are the sole responsibility of the individual winner or Player (as the case may be). Should a potential winner be unable to travel to the Grand Final, the prize will be forfeited and rendered to a substitute winner.
- 5.2. Air tickets and hotel bookings must be completed by the date advised by the Organizer. The prize cannot be used as part payment for another airfare package. Frequent flyer points cannot be accrued on this prize. Travel is subject to availability at the time of booking. Blackout dates may apply. Once bookings are confirmed, no changes can be made. All components of the prize must be taken together. Any component of the prize not redeemed within a single round trip will be forfeited and cash will not be awarded in lieu of that component of the prize.
- 5.3. All necessary travel documents and visa applications, taxes, charges and other incidentals not specified in the prize will be the responsibility of the winner. A valid passport and visa (if applicable) in order to travel to Malaysia to enjoy the prize is a requirement (and is the winner's sole responsibility).
- 5.4. Save as provided in the prize, all other travel arrangements and transfers to and from the winner's home and their nearest capital city airport are the responsibility of the winner. All other expenses, unless otherwise specified, including but not limited to meals, gratuities, spending money, excess baggage, travel insurance, personal and transport expenses, mini-bar, laundry, room service, telephone calls, service charges, pre and post accommodation, optional activities or excursion and all taxes and any other incidental expenses in conjunction with the trip are not included in the prize. A credit card imprint or cash deposit may be required from the winner at check-in to the hotel, for all incidental charges.



- 5.5. Compliance with any health or other government requirements is the responsibility of the winner. The travel component of the prize will be subject to the carrier's general conditions of carriage. The Organizer and the carrier make no representation as to the safety, conditions or other issues that may exist at any destination. International travel advice can be obtained from various sources, including local government and the local consular office. The travel component included in the prize must be taken to coincide with the relevant event or the times and dates during which the attraction is available. Travel insurance is not included in the prize but is highly recommended.
- 5.6. Receiving a prize or a player entitlement is contingent upon compliance with these rules and regulations; all prizes and player entitlements claimed in accordance with these rules and regulations will be awarded.
- 5.7. All winners will receive a communication from the Organiser which will be sent to the email address associated with their PSN Account to inform them of their win.
- 5.8. Winners must respond to the email and provide all related documents within the time period stipulated by the Organizer in order for the Organizer to proceed with any related bookings. If they fail to do so, the relevant prize will be forfeited and the Organizer will select a substitute winner.



## 6. GENERAL RULES

- 6.1. The Organiser reserves the right to disqualify/exclude a Participant for a “significant reason”. A significant reason may exist if a Player violates the rules and regulations of this Tournament and/or the Code of Conduct in Appendix A. This may include, but is not limited to:
  - 6.1.1. Using any cheats, hacks or other third party "helper" applications in playing games.
  - 6.1.2. Violating anti-doping or anti-betting regulations.
  - 6.1.3. Intentionally disconnecting from the internet during any game.
  - 6.1.4. Colluding with other Participants in playing games.
  - 6.1.5. Taking advantage of known exploits in the game (it is the responsibility of Participants to understand and avoid all current illegal exploits).
  - 6.1.6. Abusive or disorderly behaviour, including any use of harassing, negative, or profane language online or offline (toxic attitude), will not be tolerated and will also constitute grounds for immediate disqualification.
- 6.2. Check-in 5 minutes after the start time of the scheduled match or later will result in a match forfeit and automatic disqualification from the Tournament. The Player’s opponent will be awarded a default 3-0 win.
- 6.3. If Player(s) withdraw from the Tournament for any reason at any stage:
  - 6.3.1. No slot(s) transfer or substitute with another Player is allowed.
  - 6.3.2. The Player’s opponent will be awarded a default 3-0 win.
  - 6.3.3. The withdrawing Player will not be entitled to win any prizes from the Tournament.
- 6.4. In the event of any dispute during the Tournament, the decision made by the Organiser will be final and absolute.
- 6.5. An official match may only be started when the Tournament officials have given the signal to start it. Any match started without approval of a Tournament official will be considered as a non-official match and the scores will be disregarded.



- 6.6. Participants have the right to raise any rule-breaking and/or contest the score reported within 15 minutes after the match is finished. Any protests after this time will not be considered.
- 6.7. Participants are required to check the game setting before starting the match. The Organiser has the right to either: (i) stop the match (and take the current score); or (ii) disqualify both Participants and restart the match if they find out the setting of the match are not in accordance with the rules.
- 6.8. Where the Organiser finds or has reason to suspect that a Participant is registering for the Tournament using different PSN IDs without notifying the Organiser, that Participant's registration(s) will not be accepted and the Participant will be disqualified.

## **7. PERSONAL DATA AND DATA PRIVACY**

- 7.1. By choosing to participate in the Tournament, Participants agree to such privacy policy and data sharing with the organiser. Personal data of Participants will be processed only for the purpose of organising, running, and monitoring the Tournament, fulfilling the prizing, publishing Participants' names in public brackets, and publishing the winner's name within the league table and in other media in connection with the Tournament.
- 7.2. Participants may request the Organiser to delete their personal data before the Tournament concludes, but doing so may disqualify Participants from the Tournament. The Organiser reserve the right to disqualify Participants from the Tournament if any personal data provided by Participants is false, inaccurate, or misleading.



## **8. GAME COVERAGE AND PUBLICITY**

- 8.1. By participating in the Tournament, Participants grant the Organizer, and those authorized by the Organizer the right to use their names, online IDs, personal appearances, photos, recorded footage and other information or content provided during the Tournament for promotional, trade, commercial, advertising, and publicity purposes in any media, including but not limited to television and the internet, without further notice, approval, or compensation, unless prohibited by law.
- 8.2. Save as otherwise provided herein, organiser (i) reserves exclusive rights to the coverage of the Tournament matches (including all forms of transmission) and (ii) can assign the coverage rights of a match or of several matches to a third party or to the actual Participants themselves.

## **9. GENERAL TERMS**

- 9.1. By participating in this Tournament, each Participant further agrees:
  - 9.1.1. The Tournament is governed by the laws of Malaysia and Participants submit to the exclusive jurisdiction of the courts of Malaysia.
  - 9.1.2. The Organiser reserves the right to cancel, suspend and/or modify the Tournament, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Tournament, as determined by the Organiser in its sole discretion. If terminated, the Organiser may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. The Organiser, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Tournament or to be acting in violation of these rules and regulations, or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Tournament may be a



violation of criminal and civil law, and, should such an attempt be made, the Organiser reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. The Organiser's failure to enforce any term of these rules and regulations shall not constitute a waiver of that provision.

- 9.1.3. To the fullest extent permitted by applicable law, by participating in the Tournament each Participant agrees (or, if a minor, such Participant's parent or legal guardian agrees on such Participant's behalf) to completely release and hold harmless organiser, its parents, subsidiaries, and affiliates, and each of their respective employees and agents, from any and all liability or any injury, loss or damage of any kind arising in connection with the Tournament.
- 9.1.4. By accepting any of the prizes, winners acknowledge and agree that the Organiser and its designees have the right to use their personal information and any other information provided in the administration, marketing, and promotion of the Tournament, without further consent or compensation to the Participant.
- 9.1.5. The participants acknowledge that giving and taking bribes are illegal. The organiser reserves the right to disqualify, at its sole discretion, any participant that is involved with any illegal actions.



## 10. COMMERCIAL RIGHTS

- 10.1. Participants shall not associate themselves with the FC25, the Organizer, EA Sports, or PlayStation in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion.
- 10.2. Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the tournament or FC25, will need prior written consent from Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.
- 10.3. The recording and dissemination of images or footage of the FC25 for commercial purposes by or on behalf of Participants is strictly prohibited.

## APPENDIX A: CODE OF CONDUCT

1. The below Code of Conduct applies to all Participants in the Tournament, unless otherwise specified.
2. Organiser reserves the right to levy penalties or disqualify any Player in violation of this Code of Conduct in accordance with the terms and conditions set forth below.

### a) Player Behaviour Generally

Participants must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanour to spectators, members of the press, tournament administrators, and to other Participants. These requirements apply to both offline and online interactions, including social media conduct and activity on live streams. All Participants are expected to adhere to these standards of sportsmanship.

Prohibited conduct includes, but is not limited to:

- Violating any applicable law, rule, or regulation.
- Using any software or program that damages, interferes with, or disrupts the Tournament or another's computer or property.



- Interfering with or disrupting another Player's participation in the Tournament
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, or making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.
- Publishing, posting, uploading, or distributing content, or organizing/participating in any activity, group or guild that is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent, or unlawful.
- Using exploits, cheats, undocumented features, design errors or bugs.
- Selling, buying, trading, or otherwise transferring or offering to transfer an EA Account, or any EA content associated with an EA Account, including EA virtual currency and other entitlements, either within an EA service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by EA.
- Engaging in any other activity that significantly disturbs the peaceful, fair, and respectful gaming environment of the Tournament.
- Abusing their position in any way, especially to take advantage of their position for private aims or gains.
- Bringing the Tournament (including administrators), the Organiser, or SIE into public disrepute, contempt, scandal, or ridicule, or offending the tournament or any group or class thereof.
- Making derogatory comments aimed at the Tournament or SIE, or its respective officials, facilities, systems and/or technology, publicly, whether through interviews, statements and/or social media channels.
- Promoting, encouraging, or taking part in any prohibited activity described above.



b) Collusion Policy and Anti-Betting

Collusion is defined as any agreement among two or more Participants to disadvantage other Participants in the Tournament. Collusion between Participants is strictly prohibited. Any Participants determined by Organiser at any point in the Tournament to be engaging in collusion will be removed from the Tournament, be forced to return any compensation and/or prizes received during the Tournament and may have their EA and PSN accounts suspended. Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason.
- Playing on behalf of another Player, including using a secondary account, to aid them in the tournament.
- Any form of match-fixing.
- “Soft play”, defined as a Player not giving their best effort to allow an opponent to run up the score and gain an advantage.
- Allowing an opponent to score more or less goals than they normally would.

Participants shall be forbidden from taking part in, either directly or indirectly, or otherwise being associated with, betting, gambling, lotteries and similar events or transactions connected with matches of the Tournament. They are forbidden from having stakes, either actively or passively, in companies, concerns, organisations, etc. that promote, broker, arrange or conduct such events or transactions. Furthermore, Participants shall not bet, gamble, or otherwise wager, directly or indirectly, on any matches in which they are involved or participating in, regardless of whether such betting, gambling, or wagering is otherwise legal in any jurisdiction.



c) Anti-doping

Doping is strictly prohibited.

Doping shall include use of the prohibited substances ("Prohibited Substance") or prohibited methods ("Prohibited Methods") set forth in the prohibited list ("Prohibited List") as published and revised, from time to time, by the World Anti-Doping Agency (WADA). WADA's determination will be included in the Prohibited List and the classification of substances into categories in the Prohibited List is final and shall not be subject to challenge by a Player or other person based on an argument that the substance or method did not have the potential to enhance performance, represent a health risk or violate the spirit of sport.

It is each Player's personal duty to ensure that no Prohibited Substance enters his body. Accordingly, it is not necessary that intent, fault, negligence or knowing use on the Player's part be demonstrated in order to establish an anti-doping violation. Sufficient proof of an anti-doping rule violation is established by either of the following: the presence of a Prohibited Substance or its metabolites or markers in the Player's "A" sample where the Player waives analysis of the "B" sample, or where the Player's "B" sample is analysed and such analysis confirms the presence of the Prohibited Substance or its metabolites or markers found in the Player's "A" sample. Excepting those substances for which a quantitative threshold is specifically identified in the Prohibited List, the presence of any quantity of a Prohibited Substance or its metabolites or markers in a Player's sample shall constitute an anti-doping rule violation.

Participants are obliged to undergo doping tests if required by Organiser. In particular, every Player designated to undergo a doping test, whether as a result of target testing or the draw by lots, is obliged to provide a urine sample and, if requested, a blood sample and to undergo any medical examination which Organiser deem necessary.

Doping shall also include the following cases:

- Refusing or failing without compelling justification to submit to sample collection as required by the Organiser or otherwise evading sample collection.
- Tampering or attempted tampering with any part of doping control.



- Possession by a Player in-competition of any Prohibited Method or any Prohibited Substance, or possession by a Player out of competition of any Prohibited Method or any Prohibited Substance, unless the Player establishes that the possession is pursuant to a therapeutic use exemption.
- Possession by a Player's support personnel in-competition of any Prohibited Method or any Prohibited Substance, or possession by a Player's support personnel out of competition of any Prohibited Method or any Prohibited Substance in connection with a Player, unless the Player support personnel establishes that the possession is pursuant to a therapeutic use exemption.
- Trafficking or attempted trafficking in any Prohibited Substance or Prohibited Method.
- Administration to any Player in-competition of any Prohibited Method or any Prohibited Substance, or administration to any Player out of competition of any Prohibited Method or any Prohibited Substance or assisting, encouraging, aiding, abetting, covering up or any other type of complicity involving an anti-doping rule violation or any attempted anti-doping rule violation.

#### d) Player's Sponsorship

Participants in the Tournament may acquire ad sponsors. Ad sponsorship is limited, however, to exclude certain categories and industries. If the ad sponsor falls under one of the below categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the Tournament:

- Gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services.
- Alcohol, tobacco, cigarettes, and/or similar products.
- Other restricted drugs or drug paraphernalia.
- Firearms, explosives, or other weapons.
- Pornographic or any sexually explicit materials, contraceptive products or services, or online dating products or services.
- Tattoos or body branding services



- Political ads or otherwise promoting a political agenda.
- Illegal products or services, or content that otherwise violates any applicable laws in the territories.
- Involving content that is obscene, slanderous, misleading, inaccurate, or discriminatory.
- Pharmaceutical products or services, dietary supplements, or medical devices.
- Products or services that compete with the business of EA or PlayStation (e.g., games, online game sites, or competing e-sports events)
- Anything that is detrimental to the business of EA or PlayStation (hacking, gold services, account selling, coin selling)
- Anything that is inconsistent with the ratings of the IMDA, ESRB, PEGI, OFLC, USK and/or other applicable rating(s) of the game in the given territory.

The Organiser reserves the right to update this non-exclusive list of prohibited ad sponsors at any time.

#### e) Penalties

Violation of this Code of Conduct will, at the Organiser's election, result in (a) penalty(ies) and/or (b) loss of winner status. The Organiser reserves the right to penalise any Player in the Tournament at any level, at any time. Penalties may include, in no particular order, any or all of the following:

- Warning
- Reprimand
- Forfeiture of single match(es)
- Forfeiture of all matches
- Loss of awards (including prize money paid by ORGANISER, if any)
- Disqualification from the tournament



Penalties may be combined or given cumulatively. When deciding upon a penalty, the Organiser will take into account the nature of the infringement, the individual culpability, the severity level of the violation, the number of previous violations and the Player's subsequent behaviour (in particular whether the Player cured a violation without undue delay).

The Organiser may increase the sanction as deemed appropriate if an infringement has been repeated.

Acts amounting to attempt are also punishable. In the case of acts amounting to attempt, the sanction envisaged for the actual infringement may be reduced accordingly. The extent of the mitigation shall be determined adequately.

All decisions and rulings of the Organiser relating to this Tournament are final and binding.

Unless otherwise specified by the Organiser, the following marketing undertaking shall apply to all Participants in the Tournament:

Each Player shall display/integrate, upon the Organiser's request, logo(s) of the Tournament and of the sponsors of the Tournament in media which is focusing on and/or representing the Player (in particular, on that Player's website and social media accounts as well as in that Player's streams via any channels).