



RULES AND REGULATIONS – KEJOHANAN ESUKAN HARI WILAYAH PERSEKUTUAN 2026

The KEJOHANAN ESUKAN HARI WILAYAH PERSEKUTUAN 2026 (the “Tournament”) is a video game competition (with a skill-based format) conducted using eFootball Mobile played using mobile phone. The tournament will be held OFFLINE on 31 January – 1 February 2026.

By entering the Tournament, Participants agree to be bound by these rules and regulations. The Organiser 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 Konami or its licensors.

DETAILS OF THE TOURNAMENT

Day:	Saturday - Sunday
Date:	31st January – 1st February 2026
Time:	9:00AM – 7:00PM
Venue:	Dewan Serbaguna Jabatan Wilayah Persekutuan
Total Players:	64 Players
Esports Title:	eFootball Mobile
Format:	Grouping Stage & Knockout Stage (Single Elimination)
Mode:	1v1 Authentic Mode



1. GENERAL RULES

- 1.1. The Organiser reserves the right to disqualify/exclude a Participant for a Personal matter. 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:
 - 1.1.1. Using any cheats, hacks or other third party "helper" applications in playing games.
 - 1.1.2. Violating anti-doping or anti-betting regulations.
 - 1.1.3. Intentionally disconnecting from the internet during any game.
 - 1.1.4. Colluding with other Participants in playing games.
 - 1.1.5. Taking advantage of known exploits in the game (it is the responsibility of Participants to understand and avoid all current illegal exploits).
 - 1.1.6. Abusive or disorderly behavior, 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.
- 1.2. 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.
- 1.3. Where the Organiser finds or has reason to suspect that a Participant is registering for the Tournament using different KONAMI IDs without notifying the Organiser, that Participant's registration(s) will not be accepted and the Participant will be disqualified.
- 1.4. If Player(s) withdraw from the Tournament for any reason at any stage:
 - 1.4.1. No slot(s) transfer or substitute with another Player is allowed.
 - 1.4.2. The Player's opponent will be awarded a default 3-0 win.
 - 1.4.3. The withdrawing Player will not be entitled to win any prizes from the Tournament.
- 1.5. In the event of any dispute during the Tournament, the decision made by the Organiser will be final and absolute.
- 1.6. 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.
- 1.7. 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.



- 1.8. 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 is not in accordance with the rules.
- 1.9. Participants must resolve all personal matters including; toilet break, prayers or other personal matters before the tournament begins. Requests during matches (toilet break & Prayer ONLY) will not be entertained. Any exception granted by the marshal is subject to a time limit, and non-compliance may result in disqualification.



2. MODE OF COMMUNICATION

- 2.1. All official communications to Participants regarding the Tournament will be conducted exclusively through the official Tournament Discord channel.
- 2.2. Within seven (7) days, participants will receive the official Tournament Discord invitation link via email on a rolling basis, as registrations are processed in stages. In addition, a reminder email containing the Discord invitation link will be sent three (3) days prior to the Tournament to ensure all participants have successfully joined the official Discord server.
- 2.3. All Tournament communications will take place exclusively on the official Tournament Discord channel. Failure to monitor the channel may result in missed information, for which the Tournament organizers will not be responsible.
- 2.4. Participants who are new to the Tournament and didn't know how to join our tournament Discord channel, here is a video for your reference.

How to Join Discord: [\[Link\]](#)

- 2.5. Upon joining the Discord channel, please adhere to all instructions given by tournament marshal such as claiming roles and read through the reminder posted in the Discord channel.



3. CHECK-IN PROCESS

- 3.1. 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:
 - 3.1.1. The objective of the check-in process is to make sure registered participants are eligible to play the tournament.
 - 3.1.2. Participants are required to check-in at the registration counter 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.
 - 3.1.3. All participants are required to check in one (1) hour before the dedicated group stages begin following the tournament schedule.
 - 3.1.4. Participants are advised to be ready at the tournament area within the tournament marshal's reach right after completing the check-in process at the registration area.
 - 3.1.5. Participants who do not appear at the tournament station after their name is called out, 5 minutes after the tournament has started will be disqualified.
 - 3.1.6. Participants are required to follow the check in steps above for the Organiser to track their check-in process.
 - 3.1.7. Upon completing the check-in for the competition, participants should ensure that all necessary gaming accessories are checked to ensure a smooth gaming competition.
 - 3.1.8. IF any participants do not show up at 5 minutes after the scheduled match started, that participant will be eliminated from the tournament.



4. ELIGIBILITY REQUIREMENTS

- 4.1. This tournament is open to Malaysians and participants who are currently residing in Malaysia. Proof of nationality or residency may be required for verification purposes.
- 4.2. Participants aged sixteen (16) years old and below must be accompanied by parents or legal guardians throughout the duration of the tournament. The organizer reserves the right to deny participation if this requirement is not fulfilled.
- 4.3. Participants must follow the eligibility criteria:
 - 4.3.1. Participants who disagree with the Terms & Conditions stated in the google form by picking “NO” option will not be eligible to participate.
 - 4.3.2. 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.
 - 4.3.3. Individuals who meet all the eligibility requirements listed herein are referred to hereafter as “Participants” or “Players”. Once successfully registered, Participants will receive notifications and updates regarding the Tournament via email 7 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.
 - 4.3.4. 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.



5. FLOW OF THE TOURNAMENT

- 5.1. After completing the check-in process, all participants are advised to be at the tournament area within marshal reach.
- 5.2. All participants are advised to be alert on any notifications shared in the Discord Channel throughout the tournament period.
- 5.3. All participants are advised to be alert on any announcement made by the tournament marshal.
- 5.4. Tournament marshal will call out participant's name by group and station 30/15/10/5 minutes before the start of the tournament.
- 5.5. A final call (Last call) will be made by tournament marshal before the disqualification time (5 minutes after tournament starts).
- 5.6. All participants are advised to be at their dedicated station as announced by the tournament marshal. Any participants who failed to show up at their dedicated station 5 minutes after the tournament starts will be disqualified.
- 5.7. If any players are disqualified from this tournament, they are not allowed to re-register.
- 5.8. Participants are required to ensure that they are logged in to the correct Konami account as registered in the registration form.
- 5.9. Before starting the game, all participants are advised to check the game settings before starting the match including:
 - 5.9.1. Matchups lobby
 - 5.9.2. Game Settings
 - 5.9.3. Internet connection
- 5.10. A match can start only if the Tournament Marshal has given approval.
- 5.11. Match creation shall be made following Tournament Marshal's instruction.
- 5.12. Failure to join the match lobby within 5 minutes after the dedicated time will lead to 0-3 loss.
- 5.13. Participants are required to report and confirm their match results immediately after the match has finished on the scoresheet provided by the marshal.
- 5.14. All participants are advised to inform the tournament marshal if there are any issues happening during the competition.
- 5.15. All time slots will be following GMT +8 and head marshal time.



6. GAME SETTINGS

- 6.1. Squad Restrictions
 - 6.1.1. Authentic Mode (Licensed Team Only)
- 6.2. All games will be using the following settings:
 - 6.2.1. Half Length: 5 Minutes
 - 6.2.2. Injuries: On
 - 6.2.3. Penalty: On
 - 6.2.4. Extra Time: On
 - 6.2.5. Substitute: 5
 - 6.2.6. Interval Substitute: 5
 - 6.2.7. Uniform Ratings: On

7. DISPUTES

- 7.1. Any disputes must be reported within 5 minutes after the match has ended. The marshal will conduct a discussion for up to 10 minutes and will inform participants if additional time is required to reach a decision.
- 7.2. After the discussion, the decision made by the tournament marshal are absolute.
- 7.3. Any disputes made after 5 minutes' time-limit will not be entertained.

8. INTERNET CONNECTIVITY

- 8.1. Tournament organizer will not provide any WiFi to all participants
- 8.2. All participants are encouraged to have a minimum of 50mbps of internet speed whether using own mobile data; or WiFi,
- 8.3. If any of the participants are using hotspot, please ensure the internet connection are stable. If any disconnection happens, the match result will lead to 0-3 loss.
- 8.4. All participants are advised to close all other running application to ensure the smoothness of the game.
- 8.5. VPN are strictly prohibited.
- 8.6. Tournament marshal have the rights to randomly check any player's home screen before the start of the match.
- 8.7. If any participants are caught using VPN during the competition, they will be disqualified.



9. GROUP STAGES

- 9.1. All players will be divided into groups of 4, top 2 from each group will qualify to the knockout stage.
- 9.2. The point system for group stage are as below:
 - 9.2.1. Win: 3 Points
 - 9.2.2. Draw: 1 Points
 - 9.2.3. Lose: 0 Point
- 9.3. The Tiebreaker for group stage are as below:
 - 9.3.1. Goals Different
 - 9.3.2. Goals Scored
 - 9.3.3. Head to Head
- 9.4. If there's a case two (2) players have the same tiebreaker, a tiebreaker match will be played to determine the winner.
- 9.5. The tiebreaker match will be using a golden goal format.
- 9.6. During the golden goal match, if the score remains tied after 90 minutes in game time, the match will continue to the extra time and penalty shootout.



10. KNOCKOUT STAGES

- 10.1. For the knockout stage, qualified players will compete in a single elimination bracket.
- 10.2. The player name that appears on top in the matchup will be home for the first match. And the second match shall be vice versa.
- 10.3. The format for the knockout stage will be Home and Away format.
- 10.4. There will be NO 'away goal' rules applied in this Tournament.
- 10.5. The winner will be based on total aggregate score (total number of goals scored).
- 10.6. If the aggregate is tied after the 2nd match, both players need to play the third match using 'Golden Goal' rules.
- 10.7. During the golden goal match, if the score remains tied after 90 minutes in game time, the match will continue to the extra time and penalty shootout.
- 10.8. Participants will need to play 2 games which are "Home" and "away". The total number of goals from each game will need to be reported as their total goals to the tournament marshal.
- 10.9. Participants that lose a round will be knocked out from the Tournament and the winners will proceed to the next round.
- 10.10. If the participants need to play the third game (for golden goal), participants need to inform the tournament marshal as soon as possible.
- 10.11. If disconnection/game crash happen during the game, the following will happen:
 - 10.11.1. The match shall restart with specific restrictions.
 - 10.11.2. Both players are not allowed to customize their tactics in the team management section.
 - 10.11.3. The match will be played until the exact minutes to complete the 90 minutes in-game time. Example: If the match disconnected/crashed at 70th minutes, the match would be played until the 20th minute.
 - 10.11.4. In any case there are goals scored after the dedicated time given by the marshal, the goal will not be counted.
 - 10.11.5. Current score (Before disconnected) will be counted.
 - 10.11.6. The Organizer will not accept any settlement agreement or arrangement between the participants that involves anything that breaks the breach of this Tournament's rules and regulations.



11. PRIZING AND PLAYER ENTITLEMENTS TERMS AND CONDITION

- 11.1. 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.
- 11.2. All the prizes will be distributed up to 60 working days after the tournament ends.
- 11.3. Please ensure that all payment details are submitted accurately and completely. In the event of any errors, discrepancies, or missing information in the payment details, the payment process may be delayed for up to 30 working days, starting from the date the correct information is received.
- 11.4. Please note that if we do not receive a response within 90 working days, the prize may be forfeited.
- 11.5. In-kind prize will be given after the prize giving ceremony, please ensure to collect the in-kind during that time.
- 11.6. The prize may be collected at the Gamesbond office within two (2) weeks from the notification date. Players' needs come at their own cost.
- 11.7. If the player fails to collect the prize within two (2) weeks, they will be ineligible to claim the prize in kind.
- 11.8. 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.
- 11.9. 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.
- 11.10. All winners will receive a communication from the Organiser which will be sent to the email address associated with their KONAMI Account to inform them of their win.
- 11.11. 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.



12. TOURNAMENT REGISTRATION FEES POLICY

- 12.1. Registration Fee: All participants must complete the registration fee payment to confirm their participation slot.
- 12.2. Non-Refundable Fee: All registration fees paid are strictly non-refundable, regardless of withdrawal, absence, disqualification, or failure to attend.
- 12.3. Non-Transferable Slot: Tournament slots are non-transferable. If a participant is unable to attend, the slot cannot be transferred, resold, or replaced by another individual, and the registration fee will be forfeited.
- 12.4. Attendance & Punctuality: Participants must be present and ready to compete at the designated reporting time. Late arrival, absence, or failure to check in will result in automatic forfeiture of the slot without refund.
- 12.5. Identity Verification: Participants are required to register using their full legal name and present a valid identification (NRIC/Passport) during check-in. Details must match the registration records. Any mismatch may result in disqualification without refund.
- 12.6. Prohibition of Slot Selling: Selling, trading, or monetizing tournament slots is strictly prohibited. Any violation will result in immediate disqualification and forfeiture of the registration fee.
- 12.7. Vacant Slot Replacement: The event organizer reserves the full right to reallocate or replace any vacant tournament slot with another eligible player or team, including participants from the KIV (Keep in View) list, without prior notice and without any obligation for refund or compensation.
- 12.8. Final Decision: All decisions made by the organizer are final and absolute, and no disputes or appeals will be entertained.



13. PERSONAL DATA AND DATA PRIVACY

- 13.1. 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 organizing, 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.
- 13.2. 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 reserves the right to disqualify Participants from the Tournament if any personal data provided by Participants is false, inaccurate, or misleading.

14. GAME COVERAGE AND PUBLICITY

- 14.1. 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.
- 14.2. 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.



15. GENERAL TERMS

15.1. By participating in this Tournament, each Participant further agrees:

- 15.1.1. The Tournament is governed by the laws of Malaysia and Participants submit to the exclusive jurisdiction of the courts of Malaysia.
- 15.1.2. 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 the 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 Organizer's failure to enforce any term of these rules and regulations shall not constitute a waiver of that provision.
- 15.1.3. 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.
- 15.1.4. 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.
- 15.1.5. 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.



16. COMMERCIAL RIGHTS

- 16.1. Participants shall not associate themselves with the EFOOTBALL, the Organizer, Konami 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.
- 16.2. Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the tournament or eFootball, 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.
- 16.3. The recording and dissemination of images or footage of the eFootball for commercial purposes by or on behalf of Participants is strictly prohibited.



17. **APPENDIX A: CODE OF CONDUCT**

- 17.1. The below Code of Conduct applies to all Participants in the Tournament, unless otherwise specified.
- 17.2. 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.
- 17.3. Player Behavior Generally
 - 17.3.1. Participants must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor 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:
 - 17.3.1.1. Violating any applicable law, rule, or regulation.
 - 17.3.1.2. Using any software or program that damages, interferes with, or disrupts the Tournament or another's computer or property.
 - 17.3.1.3. Interfering with or disrupting another Player's participation in the Tournament
 - 17.3.1.4. 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.
 - 17.3.1.5. 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.
 - 17.3.1.6. Using exploits, cheats, undocumented features, design errors or bugs.
 - 17.3.1.7. Selling, buying, trading, or otherwise transferring or offering to transfer an KONAMI Account, or any KONAMI content associated with an KONAMI Account, including KONAMI virtual currency and other entitlements, either within an KONAMI service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by Konami.
 - 17.3.1.8. Engaging in any other activity that significantly disturbs the peaceful, fair, and respectful gaming environment of the Tournament.



- 17.3.1.9. Abusing their position in any way, especially to take advantage of their position for private aims or gains.
 - 17.3.1.10. 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.
 - 17.3.1.11. 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.
 - 17.3.1.12. Promoting, encouraging, or taking part in any prohibited activity described above.
- 17.4. Collusion Policy and Anti-Betting
- 17.4.1. 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 KONAMI and KONAMI accounts suspended. Examples of collusion include, but are not limited to:
 - 17.4.1.1. Intentionally losing a match for any reason.
 - 17.4.1.2. Playing on behalf of another Player, including using a secondary account, to aid them in the tournament.
 - 17.4.1.3. Any form of match-fixing.
 - 17.4.1.4. “Soft play”, defined as a Player not giving their best effort to allow an opponent to run up the score and gain an advantage.
 - 17.4.1.5. Allowing an opponent to score more or less goals than they normally would.
 - 17.4.2. 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.

17.5. Anti-doping

17.5.1. Doping is strictly prohibited.

17.5.2. 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.

17.5.3. 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 analyzed 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.

17.5.4. Participants are obliged to undergo doping tests if required by the 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 the Organiser deem necessary. Doping shall also include the following cases:

17.5.4.1. Refusing or failing without compelling justification to submit to sample collection as required by the Organiser or otherwise evading sample collection.

17.5.4.2. Tampering or attempted tampering with any part of doping control.



- 17.5.4.3. 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.
 - 17.5.4.4. 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.
 - 17.5.4.5. Trafficking or attempted trafficking in any Prohibited Substance or Prohibited Method.
 - 17.5.4.6. 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.
- 17.6. Player's Sponsorship
- 17.6.1. 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:
 - 17.6.1.1. Gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services.
 - 17.6.1.2. Alcohol, tobacco, cigarettes, and/or similar products.
 - 17.6.1.3. Other restricted drugs or drug paraphernalia.
 - 17.6.1.4. Firearms, explosives, or other weapons.
 - 17.6.1.5. Pornographic or any sexually explicit materials, contraceptive products or services, or online dating products or services.
 - 17.6.1.6. Tattoos or body branding services



17.6.1.7. Political ads or otherwise promoting a political agenda.

17.6.1.8. Illegal products or services, or content that otherwise violates any applicable laws in the territories.

17.6.1.9. Involving content that is obscene, slanderous, misleading, inaccurate, or discriminatory.

17.6.1.10. Pharmaceutical products or services, dietary supplements, or medical devices.

17.6.1.11. Products or services that compete with the business of KONAMI (e.g., games, online game sites, or competing e-sports events)

17.6.1.12. Anything that is detrimental to the business of KONAMI (hacking, gold services, account selling, coin selling)

17.6.1.13. 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.

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

17.7. Penalties

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

17.7.1.1. Warning

17.7.1.2. Reprimand

17.7.1.3. Forfeiture of single match(es)

17.7.1.4. Forfeiture of all matches

17.7.1.5. Loss of awards (including prize money paid by ORGANISER, if any)

17.7.1.6. Disqualification from the tournament

17.7.2. 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 behavior (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.



- 17.7.3. 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.
- 17.7.4. All decisions and rulings of the Organiser relating to this Tournament are final and binding.
- 17.7.5. Unless otherwise specified by the Organiser, the following marketing undertaking shall apply to all Participants in the Tournament:
 - 17.7.5.1. Each Player shall, upon the Organizer's request, display the Tournament and sponsor logos on media representing the Player, including websites, social media, and streaming channels.