

1. Introduction and Purpose

Dew Challenge (the "Dew Challenge") is a competitive event for the game Honor of Kings, hosted by Etika Sdn Bhd ("Host") and organized by TGC Marketing Sdn Bhd ("Event Organizer") and its affiliates involved in the operation of the Dew Challenge. These Official Rules (the "Rules") govern all online tournaments organized on the platform (dewchallenge.com) and the on-ground tournament, which is the Grand Finale for the 2024/25 season. These Rules apply to all participating teams (each, a "Team") and their players, owners, managers, coaches, and other personnel (collectively, "Team Members").

The purpose of these Rules is to establish guidelines and a penalty framework to maintain the integrity of the Dew Challenge competitive system and ensure fair play among Teams. A standardized rule set is intended to benefit all parties engaged in the Dew Challenge. In the event of any conflict between these Rules and any agreements or contracts entered into between players and their respective Teams, such conflicts shall be resolved on a case-by-case basis.

2. Definition of Terms

2.1. Game

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

- (A) Destruction of the Enemy's Crystal,**
- (B) One Team surrendering the Game,**
- (C) Awarded Game Victory**

2.2. Match

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

3. Team Member

3.1. Players Eligibility

3.1.1. Age

All Players must comply with the age regulation of the country or region they represent, with a minimum age limit of 18. For players below the age of 18, a consent letter, prepared by the Event Organizer, that must be signed by their parents or their legal guardian.

3.1.2. No Event Organizer Employees

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

3.2. Player Name

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

4. Roster Rules

4.1. Team Formation

4.1.1. Roster Requirement

Each team must maintain a minimum five (5) members, five (5) Players and a maximum six (6) members, five (5) Starting Players and one substitute during the Dew Challenge. Teams must submit the official roster within the timeframe set by Event Organizer

Committee.

Creator of the Team will be auto assigned as the Leader of the Team. 4.1.2. Founding Members

The first six (6) members of the Team are known as Founding Members.

4.1.3. Starters and Substitutes

Each Team must maintain, at all times during the tournament, five players in the Team's starting lineup ("Starters") and play in the match. A Team may add one additional player to act as substitutes ("Substitutes"). Requests to modify the starting lineup for the Team's first Game of each match day may not be submitted later than 24 hours prior to the match. Failure to designate the starting lineup before the deadline will result in a default starting lineup for the first Game.

4.1.4. Roster Changes

Team Leader may re-assign Leader status to another player in the Team.

Team Leader may also remove any player from the Team.

Players of any Team may also leave the Team.

4.1.5. Team Eligibility

Each Team eligibility is determined by having a minimum of three (3) Founding Members in their current Roster. Team will be immediately removed when there are fewer than three (3) Founding Members in the Team.

4.2. Active Roster

Starters, Substitutes and Coach form the "Active Roster". No individual may simultaneously hold two or more of the roles listed above. 4.2.1.

Single Team Exclusivity

A Player/Manager/Coach may register and represent for only one

Team and cannot be listed on the Active Roster of more than one Team.

4.2.2. Submission

Each Team must submit their Active Roster before the stated dates as provided by the Event Organizer, via the Tournament information tab on website or Discord. The Active Roster must be the same during the tournament, unless a force majeure before the roster that necessitates a change, such as a player's sudden illness or an accident that prevents them from participating.

The Event Organizer Committee reserves the right to approve or deny any request to modify Active Rosters, based upon the eligibility of the Players involved and the compliance with these Rules of such request.

4.3. Substitutions

4.3.1. Substitutions during Match

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

4.3.2. Emergency Substitutions

In the event of an emergency, a Team will be given up to thirty (30) minutes to find an immediate Substitute upon approval of the Event Organizer Committee. If a team is unable to find a substitute player before the competition commencement, the Team will forfeit. The Event Organizer Committee will determine if an event qualifies as an emergency. A substitute player should satisfy the requirements stipulated in Player Eligibility of Team Member Eligibility.

5. Organization

5.1. Team Names

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

5.2. Team Logos

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

5.3. Team Jerseys

Team Jerseys, including but not limited to t-shirt, jacket and pants, will be provided by the Event Organizer for on ground Grand Finale. Teams with their own Team Jerseys and wish to use them must submit a written request for the Event Organizer to review.

Teams will face penalties if Team members wear any Team Jerseys without the approval from the Event Organizer Committee.

5.4. Common Restrictions

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

5.5. Review

All Team Names, Logos, Jerseys must be approved by the Event Organizer Committee before use in tournaments. Changes to the Team Names, Logos and Jerseys are not allowed except under certain extenuating

circumstances and must be approved by the Event Organizer Committee. The Event Organizer Committee reserves the right to approve or reject a Team Name, Logo and Jersey if it does not uphold the professional standards sought by the tournament.

6. Tournament Structure

6.1. Schedule

Honor of Kings Dew Challenge consists of three Tier and an on-ground Grand Finale:

(A) Grand Finale (On-Ground)

(B) Tier One (Exclusive)

(C) Tier Two (Always on)

(D) Tier Three (Always on)

6.2. Grand Finale (On-Ground)

6.2.1. TOP TIER: ON-GROUND BY CHALLENGE POINTS

Participation : Top Sixteen (16) Teams of accumulated Challenge Points

Two (2) Days On-Ground Tournament in Klang Valley (tentatively scheduled in May 2025)

Up to Sixteen (16) Teams

Rewards Cash Prizes

6.3. Tier One (Exclusive)

6.3.1. TOP TIER: 1,000 DEW POINTS PER TEAM (ONLINE TO ON-GROUND)

Participation : 200 Dew Points x Five (5) Players (1k per Team)

4 Tournaments Daily x 3 days x 16 weeks (Fri - Sun)

Up to Thirty Two (32) Teams per Tournament

Rewards Dew Points & Challenge Points

6.4. Tier Two (Always on)

6.4.1. MIDDLE TIER: 500 DEW POINTS PER TEAM (ONLINE) Participation

: 100 Dew Points x Five (5) Players (500 per Team) 2 Tournaments Daily x

6 days x 30 weeks (Tue - Sun)

Up to Sixty Four (64) Teams per Tournament

Rewards Dew Points

6.5. Tier Three (Always on)

6.5.1. LOWEST TIER: FREE TO PLAY (ONLINE)

Participation : Free of Charge

2 Tournaments Daily x 6 days x 30 weeks (Tue - Sun)

Up to Sixty Four (64) Teams per Tournament

Rewards Dew Points

6.6. Tournament Availability & Participation

6.6.1. Grand Finale invitation will be based on the top Sixteen (16) teams placing of Tier 1 Leaderboard.

6.6.2. In the event of Team declining the invite, the next best placing Team in the Leaderboard will be invited. If there are no replacement teams based on placing available to participate, the Event Organizer may replace the Team with a Team of their choosing or proceed with the Grand Finale at a reduced number of teams.

6.6.3. Teams that accepted the invitation to the Grand Finale must be present in the Grand Finale at the stated time. Failure to do so, without prior notification and agreement to the Event Organizing Committee, signifies a breach and allows the Event Organizers to recoup any losses, within reasons, incurred due to the Team failure to attend.

6.6.4. Tier 1, Tier 2 and Tier 3 tournaments are online only.

6.6.5. Tier 1, Tier 2 and Tier 3 minimum participation is 8 teams. In the event of failure to meet the minimum, the Tournament will be canceled.

6.6.6. In the event of cancellation of Tier 1, Tier 2 or Tier 3 tournament, a refund (Dew Points) will be made back to the participating Teams. 6.6.7.

Teams cannot cancel participation of Tier 1, Tier 2 or Tier 3 tournaments.

6.7. Prize Distribution

(A) Grand Finals

Champion : RM100,000 cash

2nd Place : RM50,000 cash

3rd Place : RM40,000 cash

4th Place : RM20,000 cash

5th - 8th Place : RM5,000 cash

9th - 16th Place : RM2,500 cash

(B) On-ground Qualifier

Champion : Grand Finals slot + RM5000

2nd Place : Seeding in On-line Qualifier

Random 4 Teams : 100 Dew Points (Player)

(B) On-line Qualifier

Top 8 teams : Grand Finals slot + 10,000 Dew Points

9th-16th Place : 200 Dew Points (Player)

17th-32nd Place : 25 Dew Points (Player)

6.7.1. Competition Prizing Distribution

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

6.7.2. Requirements to Collect a Prize Award

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

6.7.3. Costs Associated with Collecting a Prize Award

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

6.7.4. Dew Points Redemption in the Dew Shop.

Players may redeem limited offers offered in the Dew Shop using the Dew Points collected and/or obtained to be used in the Game or for real life redemption (where applicable). The redemption of the Dew Points are subject to while stocks last.

7. Player Equipment

7.1. Client Version

The version of Honor of Kings in Dew Challenge will be determined by the Event Organizer Committee at its discretion. Restrictions may be added at any time before or during a Match, if there are known bugs with any items, Heroes, skins, or other elements. Some general settings for the version used in Dew Challenge are as follows:

- (A) All Volumes should be set as the highest (SFX-Music).
- (B) Friend Observation should be set as available (Functions/Privacy-Observation).

8. Match Rules

8.1. Pre-Match

8.1.1. Starting Line-Up and Side Selection Submissions

A team's Starting Line-up and side selection must be submitted no later than the allotted time.

8.1.2. Attendance in time

On the match day, Team Members on Active Roster must check in, at a specific medium, before the time specified by the Event Organizer Committee. If a team fails to check in before the match time:

- (A) Fifteen (15) minutes later, the team shall have no bans in the Game.
- (B) Thirty (30) minutes later, the team shall be declared as the losing side of the Game.

8.1.3. Pre-Match Confirmation

The team leader shall make sure all players have finished Game settings, including but not limited to Equipment and Arcana and other basic settings. Failure to make correct settings will not be acceptable for a restart.

8.1.4. Ready for the match

Once all ten (10) Players in a Match are ready, Players may be asked by Referees to end the warm-up game and immediately join the Game Room.

8.1.5. Technical Support

The Referees will be available to assist and to troubleshoot any problems encountered during the setup time. If a Player encounters any equipment problems during any phase of the setup process, Player must alert and notify Referees immediately. Players have an obligation to identify any technical issue during a Game with the Referee.

8.2. Side Selection and Ban&Pick

8.2.1. Side Selection Rules

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

8.2.2. Ban&Pick Rules

Once all ten (10) Players have joined the Game Room, the Referee will request confirmation that both teams are ready for the Ban&Pick

(B/P) phase. Help Pick is not allowed, once both teams confirm readiness, the Referee will instruct the lobby Room to start the Game. During a consistent Game, in the event of an erroneous selection or trading of Heroes, Ban&Pick, Summoner Skill, Arcana, or pre-match setting due to Players' mistake, including but not limited to an accidental touch on the screen or failure to finish the Ban&Pick within the allotted time, the Game will continue, and the team will bear all consequences for its mistakes.

8.3. During Match

8.3.1. Game Start

Players are not allowed to quit a Game during the time between the completion of Ban&Pick and the Game launch.

8.3.2. Substitution Between Games

If teams shall require substitution, Coaches must declare the substitution requests to the Referee before the previous Game ends (before one team's crystal is destroyed). Each team is allowed a maximum of one substitution per game. Substitutions can only be made after the referee's confirmation.

8.3.3. Break Time Between Games

Before the Match, the Referee will inform teams of the break time. If a team fails to return to Match Area after break time, the next Game will commence as scheduled. The Referee reserves the right to choose, at his/her discretion, whether to use a Player's account to enter the Game Lobby. After Ban&Pick phase begins, as long as one Player or the Coach is present in the Match Area, that individual can proceed the Ban&Pick phase for the team. If all five Players are not in the Match Area after the Ban&Pick phase, the team will be considered to have forfeited this Game.

8.4. Post-Match

8.4.1. Match Results

Players have to send screenshots of the game results to the Referee for confirmation and record the Game result. Subsequently, both teams shall sign the Match Result Confirmation Form digitally to affirm their agreement with the outcome. Players will be informed of their standing within the tournament and upcoming scheduled Match.

8.4.2. Post-Match Obligations

Players will be informed of all post-match obligations, including but not limited to, media appearances, post-game and backstage interviews, or further discussion of any match matters. Players shall follow the instructions of the Event Organizer Committee.

8.4.3. Results of Forfeiture

Matches won by forfeit will be reported by the maximum margin it would take for one team to win the Match (e.g., 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

8.5. Pause (Only Apply to On-Ground Grand Finale)

A pause is recognized as an official halt during a Game, initiated either by the referee's order or at a player's request. While the Game is paused, the Match is still considered active, requiring players and coaches to abide by the referee's directives. In the event of a pause, the referee may issue troubleshooting steps to address and swiftly rectify any issues causing the stoppage. Players shall be obligated to assist the referee in identifying and resolving reasons for the pause. The referee holds the authority to initiate a Game pause or to implement a pause command on any player's device, exercising complete discretion. Players must not trivially request game pauses. Only Team Members listed in the Active Roster are eligible to request a pause, with the frequency and conditions under which a pause can be requested determined by the referee based on specific circumstances. The referee retains the right to approve or deny pause requests, and the Game continues until the referee's authorization.

Deliberate disconnections will not warrant pause approvals. Should a player intentionally disconnect the Game or audio without prior notification to the referee, for unjustifiable reasons, that player will face all resultant repercussions.

8.5.1. Player Pause

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

- (A) An unintentional disconnection, which may include Game, voice chat, or audio disconnection caused by a hardware or Internet malfunction.
- (B) Unstable Internet connection, with a Ping of 100ms or higher.
- (C) Player's sudden physical illness or injury.

8.5.2. Medical Pause

During a Game, if a medical issue, including illness, injury, or other conditions, renders a player unable to continue and necessitates a pause, the Team is required to arrange for a substitute player from their roster within 5 minutes. The substitute must play with the same hero, utilize identical equipment, and adhere to the same settings as the player being replaced, and will proceed with the Match without any adjustments. It is important to note that a player who is substituted due to a medical condition will be ineligible to participate in any of the remaining Games on that match day. Should a Team find itself with four or fewer available players, the Event Organizer Committee will exercise its discretion to determine the outcome. Players may not unpause the game themselves. The Game will be resumed once the countdown concludes or resumed by the Game Observer with Referee's permission.

8.5.3. Unauthorized Pause

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

8.5.4. Player behavior during Pause

(A) For pauses under five minutes, players are prohibited from communicating with one another until the pause concludes, indicated by a pause countdown displayed in the Game. In such cases, only a single player is permitted to interact with the referee for the purpose of identifying or resolving the issue causing the pause. Unauthorized communication during the pause will result in a warning from the referee and ignoring of warning will lead to penalties for non-compliance.

(B) For pauses more than five minutes, players are allowed to communicate with each other.

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

(D) During a pause, coaches are not allowed to interfere with the Match through any means, including but not limited to entering the Match Area. Also, coaches are not allowed to communicate with players through any means, including but not limited to gestures, voice chat, and written materials.

8.6. Resume and Restart Protocol (Only Apply to On-Ground Grand Finale)

8.6.1. Game Resume

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

8.6.2. Review Period

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

8.6.3. Confrontation Pause Protocol

Confrontation State is defined as a situation where direct damage (damage caused by debuff not included) is made from a Hero to another within four seconds before the pause, or a situation where direct damage is expected between Heroes within four seconds after the game resumes.

If a pause occurs during a confrontation state, players are instructed by the referee to move their heroes to a safe area and cease confrontation for a brief duration (typically two (2) to five (5) seconds) once the game resumes. After this duration, the game will be paused again and be resumed after the referee ensures both teams are ready. Non-compliance with the referee's instructions, attempting to undermine fair play, or initiating unauthorized pauses will result in penalties, subject to the Event Organizer Committee's discretion.

8.6.4. Time Machine Protocol

In cases of special circumstances such as network instability, equipment malfunctions, or malicious unpauses, resulting in an unfair competition environment and significant disadvantages for one team (such as losing a Tyrant or Overlord, heroes being killed), Coaches can request to activate the "Time Machine" protocol from the Referee.

The Referee, exercising discretion based on the specifics of the situation, will determine the time point at which the issue occurred. The game will then be reset to the time point and resume once both

teams are ready. The referee will prioritize a time point where no confrontation occurred. Given the strong continuity of the game, the fluctuation caused by Time Machine protocol could significantly disrupt this characteristic. Therefore, it is considered a lower-priority solution.

8.6.5. Game Restart

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

8.7. Extreme Situations (Only Apply to On-Ground Grand Finale)

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

- (A) The game program fails to operate normally for a long period of time.
- (B) An unsolvable bug appears, which would greatly affect the fairness of a Game.
- (C) The Match is unable to continue due to force majeure such as Internet connection, electricity, or equipment breakdowns.

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

- (A) To continue the Game in the Match Area.
- (B) To continue the Game in another environment suitable for Match play.
- (C) To remake the Game with picks and bans retained.
- (D) To remake the Game without picks and bans retained.
- (E) To award one Team victory/defeat.

8.8. Legitimate Benefiting (Only Apply to On-Ground Grand Finale)

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

8.9. Non-Compliance

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

- (A) A yellow-card warning for the first disobedience.
- (B) A red-card warning for subsequent disobedience following a yellow card, leading to ejection from the current match and suspension from the next match.
- (C) Further violations will incur escalating penalties, at the discretion of the Event Organizer Committee.

8.10. Referee

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

- (A) Verifying each team's Starting Line-up before the Match
- (B) Supervising the operation of all segments of the match and the activities of individuals within the match venue
- (C) Inspecting and monitoring players' equipment.
- (D) Implementing the basic Match procedures
- (E) Initiating pause and resume commands during a Game
- (F) Handling technical issues during the Game
- (G) Making decisions in response to in-game disputes
- (H) Levying penalties for disobedience of the rules during the Match (I)

Confirming the completion of the Match and documenting outcomes

8.10.1. Referee Conduct

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

8.10.2. Appeal

Any Appeal by Team Members during a game must initially be communicated to and confirmed with the Event Organizer Committee before commencing with arbitration. Referees are prohibited from independently agreeing to any demands from Team Members. The Event Organizer Committee is responsible for reviewing Appeals related to judgment errors made by referees. Should a referee be found at fault, they will be penalized by the Event Organizer Committee according to the nature of their mistake. If it's determined that correct protocols were not adhered to, the Event Organizer Committee has the power to overturn the referee's decision. The Event Organizer Committee has the authority to review any decisions made before, during or after a Match to ensure that proper procedures are followed.

9. Venue (Only Apply to On-Ground Grand Finale)

9.1. Match Area

The Match Area is the designated space where competition devices are situated. Throughout the duration of a match, access to the Match Area is limited only to the starting Players and the Coaches of the teams played the match.

No electronic devices, including mobile phones, tablets and smart devices (watches), are allowed in the Match Area during the matches. No food is allowed in the Match Area and drinks will be provided.

9.2. Bench Area

Access to the Bench Area is exclusively reserved for Team Members. Coaches shall watch the game and monitor players' real-time audio communications during Games in the Bench Area. No food is allowed and drinks will be provided in the Bench Area.

9.3. Team Lounge

Access to the Team Lounge is exclusively reserved for Team Members, with entry permission determined by the Event Organizer Committee. Team Members are required to adhere to applicable rules and uphold order within the Team Lounge. Loud noises or roughhousing are not allowed to prevent any disturbance to other teams.

9.4. Fan Management

All Teams are obliged to assist Tournament Staff to guide its supporters in the Audience Area and behave orderly. It is prohibited for a team to instigate, motivate, or orchestrate its fans in a manner that disrupts the flow and order of the Match, whether it is intentional or not. Should there be any issues from team's inability to properly instruct their fans, the team is accountable for all resulting consequences.

10. Sponsorships

10.1. Prohibited Sponsors

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

(A) Casino or gambling websites.

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

(C) Firearms, handguns, or ammunition providers.

(D) Alcohol

(E) Drugs

(F) Tobacco or cigarettes, including e-cigarette and vaping products. (G) Web3, cryptocurrency, NFT and Blockchain.

(H) Other Videos Games

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

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

10.2. Sponsorship Approval

Teams must submit overall sponsor details to the Event Organizer Committee for approval, including sponsors name, logo, category and the approach to advertise during the Tournament. For instance, if the sponsor requires the display of the sponsor's logo on the Team Members' T-shirt, the design of such T-shirt need to be provided in the request. The Event Organizer Committee reserves the right to approve or reject the design or approach if it does not uphold the professional standards sought by the tournament.

11. Code of Conduct

11.1. Competition Conduct Code

11.1.1. Collusion

Collusion is defined as any agreement that involves two or more

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

11.1.2. Competitive Integrity

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

11.1.3. Buying, Selling, Renting, Transferring

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

11.1.4. Cheating

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

11.1.5. Exploiting

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

11.1.6. Spectator Monitors

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

11.1.7. Ringing

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

11.1.8. Profanity and Hate Speech

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

11.1.9. Studio Interference

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

11.1.10. Unauthorized Communications

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

11.1.11. Doping

Doping, defined as the use of any banned performance-enhancing drugs which include but not limited to stimulants, narcotics, or beta blockers, is prohibited. It is a common obligation for everyone involved in Dew Challenge to report any doping violation to the Event Organizer Committee. Players accused of doping will need to comply with doping tests, or provide a doctor's note to specify a requirement of medication.

11.1.12. Identity

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

11.1.13. Appearance

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

11.2. Unprofessional Behavior

11.2.1. Harassment

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

11.2.2. Sexual Harassment

Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether the object of a potential sexual harassment action would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

11.2.3. Discrimination Denigration

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

11.2.4. Statements Regarding Dew Challenge, Tencent, and Honor of Kings

Members are not allowed to give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect

prejudicial or detrimental to the best interest of Dew Challenge, Tencent or its affiliates, or Honor of Kings, as determined in the sole and absolute discretion of Dew Challenge.

11.2.5. Confidentiality

A Team Member/team is not allowed to issue any information about Dew Challenge without the permission of the Event Organizer Committee. A Team Member is obliged to disclose no information provided by the Event Organizer Committee.

11.2.6. Player Behavior Investigation

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

11.2.7. Criminal Activity

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

11.2.8. Moral Turpitude

A Team Member is not allowed to engage in any activity which is deemed by the Event Organizer Committee to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

11.2.9. Public Order Disturbance

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

11.2.10. Abusive Behavior

Abuse of Event Organizer referees in the Match Area or any other

public occasion is prohibited, verbal or otherwise, which is against professional sportsmanship.

11.2.11. Bribery

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

11.2.12. Gifts

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

11.2.13. No-Compliance

No Team Member is allowed to refuse or fail to apply the instructions or decisions of the Event Organizer Committee.

11.2.14. Match-Fixing

No Team Member is allowed to offer, agree, conspire a match-fixing. Match-fixing, under any circumstance, is subject to the heaviest punishment.

11.2.15. Document Requests

Documentation or other reasonable items may be required at various times throughout the Dew Challenge as requested by the Event Organizer Committee. If the documentation is not completed to the standards set by the Dew Challenge, then a team may be subject to penalties.

11.2.16. Association with Gambling

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

11.3. Reporting

12. Disciplinary Action

12.1. Investigation of and Right to Monitor Compliance

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

12.1.1. Investigation Period

Team Members or Teams under investigation will be suspended until the investigation is completed.

12.2. Subjection to Penalty

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

12.3. Penalties

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

(A) Verbal Warning(s)

(B) Written Warning(s)

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

(D) Game Forfeiture(s)

(E) Match Forfeiture(s)

(F) Player or Team Suspension(s)

(G) Prize Forfeiture(s)

(H) Player or Team Disqualification(s)

(I) Ban for future Event Organizer and/or Honor of Kings tournament events

12.4. Governing Law & Compliance

The rules and regulations set forth herein are subject to the prevailing laws of Malaysia. The Event Organizer Committee shall adhere to all applicable laws and regulations, and is obligated to report any violations of these rules that also constitute a breach of Malaysian law to the appropriate authorities.