2024 Honor of Kings Open Series (Split 2)

Official Rules

June 2024

Introduction and Purpose

These Official Rules ("Rules") of the Honor of Kings Open Series 2024 ("KOS") apply to each of the teams that qualified for the KOS in 2024 (each, a "Team"), as well as their players, owners, managers, coaches, and other employees (collectively "Team Members"). These Rules are designed as a guideline and penalty index to ensure the integrity of the system established by the HOK Open Series League ops for professional play of Honor of Kings, and fair play among the Teams that play at the professional level. A standardised rule set benefits all parties involved in the KOS 2024. These Rules do not apply to terms or contracts that are agreed upon between players and their teams.

1.General for registration

I. Each Team Member must agree & accept all the rules in this ruleset & the fixed server location with variable latency in order to participate in this tournament.

II. Participants must have reached 16 years of age or older (i.e. the player has lived for at least 16 calendar years) as of the Tournament start date, and must comply with any applicable age ratings from ratings authorities and mobile platform ratings systems.

III. Registration Period : 8th July 00:00- 19th July 23:59 2024 (UTC +0).

IV. Qualification will be played in the in-game Open Series tournament system.

V. Players are allowed to use their own mobile/tablet device during qualification, players that use PC emulators will be disqualified.

VI. Team Rosters must be a minimum of 5 players and no more than 7 players with 2 players being substitute players.

VII. After Qualification, games will be played in a custom room hosted by the tournament organiser.

VIII. Any player/team in the KIC qualification roster is not allowed to join the Open Series Split 2. Also any player/team in the Open Series Split 2 roster is not allowed to join KIC qualification.

IX. Regional Requirement :

1. **For all non-SEA regions:**
At least 3 players on roster that are citizens or nationals of a country in the Team's home region must show proof of residency.

North & South Latam countries can join both North Latam or South Latam region tournaments. At least 3 players on roster that are citizens or nationals of any North or South LATAM country in the Team's home region must show proof of residency.

1.1 Import Players:

No more than 2 players who are from the country or region which do not belong to the team's home region and **need to provide the Proof of Residency of the registered Open Series tournament region's countries.**

Example :
A team would like to register in the Open Series : Turkey region. There are 2 countries in the Open Series Turkey region which are : Turkey & Azerbaijan.

Valid team:
Player 1 : Turkish (citizen)
Player 2 : Turkish (citizen)
Player 3 : Turkish (citizen)
Player 4 (import player) : American (need to provide 1 month residency prove of Turkey or Azerbaijan)
Player 5 (import player). Chinese (need to provide 1 month residency prove of Turkey or Azerbaijan)

Invalid team:
Player 1 : Turkish (citizen)
Player 2 : Turkish (citizen)
Player 3 : Turkish (citizen)
Player 4 (import player) : American (resides in America)
Player 5 (import player) : Chinese (resides in China)

1.2 Proof of Residency:

a) Legal Representation Status: all forms of long-term legal status enabling the player to reside in the country/region are accepted. These may include valid residency visas (e.g. work visas, athlete visas, student visas) and any other official documents affirming eligibility for representation. For the avoidance of doubt. A tourist visa does not confer eligibility.
b) One month residency: a player is required to furnish valid documentation substantiating lawful residence within the represented Region for 30 days, resident proof should be before **2nd July 2024** at

least. Acceptable proofs may include, but are not limited to, a valid driver's licence, passport, national identity card, utility bill, or government official department letter with rental agreement.

2. **For SEA regions:**

2.1 There are 4 regions : SEA-ID, SEA-MY, SEA-PH, SEA-WC

Teams need to register under the region following their home country. At least 3 players on roster that are citizens or nationals of the team’s home country must show proof of residency.

SEA	SEA-ID	Indonesia
	SEA-MY	Malaysia
	SEA-PH	Philippines
	SEA-WC	Myanmar, Cambodia, Laos, Singapore, Timor-Leste,Brunei

2.2 Import Players:

No more than 2 players who are from the country or region which do not belong to the team's home country**.** If the import player is from the country or region outside of SEA, the player must provide valid documentation proving lawful residency in SEA for at least consecutive 30 days, resident proof should be before **2nd July 2024** at least. Acceptable proofs of residency may include, but are not limited to, a valid passport, national identity card, utility bill, or government official department letter with rental agreement.

Example for SEA-WC region:

Valid team:

Player 1 : Myanmar (citizen)

Player 2 : Myanmar (citizen)

Player 3 : Myanmar (citizen)

Player 4 (import player) : Turkish (with 1 month residency proof of SEA region)

Player 5 (import player). Malaysia (citizen)

Invalid team:
Player 1 : Myanmar (citizen)
Player 2 : Myanmar (citizen)
Player 3 : Cambodia (citizen)
Player 4 (import player) : Turkish (without 1 month residency proof of SEA region)
Player 5 (import player). Malaysia (citizen)

X. Residency & age proof must be provided to the organiser league ops team once you qualify from Qualification. Any player in the team that cannot fulfil the roster requirement, the team will be disqualified from the tournament.

2. In-game Qualification

- Qualification used a single elimination format.
- Top 16 teams will be qualified to Round of 16.
    a. Turkey region will play on the Turkey server.
    b. EEU region will play on the Finland server.
    c. WEU region will play on the Milan server.
    d. MENA region will play on the Saudi Arabia server.
    e. JPKR will play on the Singapore server.
    f. South Asia region will play on the Singapore server.
    g. HKMC region will play on the Singapore server.
    h. North Latam region will play on the north Latam server.
    i. South Latam region will play on the south Latam server.
    j. Brazil region will play on the St. Paul server.
    k. North America region will play on the Miami server.
- For SEA 4 regions
    a. 4 SEA regions will play on the Singapore server.

3. Round of 16 to Online finals

- If the backup teams have the same rank of Qualification, league ops will arrange single elimination BO1 games to qualify the winners.
- Qualified teams' players will be required to send information including but not limited to full name, contact details (discord, email address), date of birth, residential proof and passport copy or proof document of applying passport. Passport should be valid for at least 6 months.
- Participants are required to provide accurate and current contact details to the organising committee upon qualification for the tournament. In the event of any failure to establish communication due to inaccuracies or errors in the provided contact information, the participant shall accept full responsibility for any resulting consequences, including but not limited to being marked as a no-show or facing disqualification from the tournament. It is the participant's responsibility to ensure that their contact details are correct and up-to-date to facilitate efficient communication throughout the tournament period.
- Any team with less than 5 players cannot submit required documents on time by league ops team request, the team will be disqualified and the backup team will be promoted.
- All players must install and activate GAC (anti-cheating tool) provided by the organiser league ops team from round of 16 to finals or the team WILL BE DISQUALIFIED.
- Rosters are finalised upon Round of 16 players' documents submission. Until the finals, the players roster cannot be changed. Team ownership will not be restricted, but any change of team name or logo request should be provided to the league ops team at least 3 days in advance.
- Game Mode: Non-Global Pick/Ban.
- Side Selection: Side Selection for the first Game of each Match will be randomly determined by a coin flip. In the rest of each Match, for all Games after the first, the losing side of the previous Game will have the right of Side Selection.
- A Pick-&-Ban Game is the regular Honor of Kings Tournament mode. Two sides will pick and ban in turn by the 4-ban Matches (2+2) Both sides must finish their Pick-&-Ban Phase within the allotted time.
- **Four-Ban Matches Procedures**
    - The two sides will proceed in a snake draft as follows:

        - (A) Phase 1: Bans: Blue - Red - Blue - Red
        - (B) Phase 2: Picks: Blue - Red (2 picks) - Blue (2 picks)-Red
        - (C) Phase 3: Bans: Red - Blue - Red - Blue
        - (D) Phase 4: Picks: Red - Blue (2 picks) – Red

- **Four-Ban Matches B/P Order & Time Limit**
    - (A) Blue Side Pick-&-Ban time limit: 225s (30s*4+30s+30s+45s=225s)
    - (B) Red Side Pick-&-Ban time limit: 270s
      (30s*4+30s+30s+45s+45s=270s)

Round	Action	Time Limit
1st	Blue Team Ban #1	30s
2nd	Red Team Ban #1	30s
3rd	Blue Team Ban #2	30s
4th	Red Team Ban #2	30s
5th	Blue Team Pick #1	30s
6th	Red Team Pick #1&2	30s
7th	Blue Team Pick #2&3	30s
8th	Red Team Pick #3	30s
9th	Red Team Ban #3	30s
10th	Blue Team Ban #3	30s
11th	Red Team Ban #4	30s
12th	Blue Team Ban #4	30s
13th	Red Team Pick #4	45s
14th	Blue Team Pick #4&5	45s
15th	Red Team Pick #5	45s
16th	Hero Trades	20s

Pick-&-Ban Phase Restriction

- During a pick phase, *pick for me* is not allowed.

Open Series tournament regions, countries & tournament server location :

Region	Country or City EN	Qualification Server	Round of 16 Server
Turkey	Turkey	Turkey	(Will be announced)
	Azerbaijan		
MENA	Saudi Arabia	Saudi Arabia	(Will be announced)
	United Arab Emirates		
	Egypt		
	Iraq		
	Morocco		
	Algeria		
	Tunisia		
	Qatar		
	Libya		
	Oman		
	Jordan		
	Lebanon		
	Kuwait		
	Bahrain		
EEU	Uzbekistan	Finland	(Will be announced)
	Kazakhstan		
	Kyrgyzstan		
	Turkmenistan		
	Tajikistan		
	Mongolia		
	Georgia		
	Armenia		
	Moldova		
	Latvia		
	Republic of Lithuania		
	Estonia		
	Albania		
	Montenegro		
	North Macedonia		
	Kosovo		

	Bosnia and Herzegovina		
	Croatia		
	Slovenia		
	Hungary		
	Slovak		
	Serbia		
	Romania		
	Czech Republic		
	Greece		
	Poland		
	Bulgaria		
WEU	Andorra	Milan	(Will be announced)
	Austria		
	Belgium		
	Denmark		
	Faroe Islands		
	Finland		
	France		
	Germany		
	Gibraltar		
	Guernsey		
	Iceland		
	Ireland		
	Isle of Man		
	Italy		
	Jersey		
	Liechtenstein		
	Luxembourg		
	Malta		
	Monaco		
	Netherlands		
	Norway		
	Portugal		
	San Marino		
	Spain		
	Svalbard and Jan Mayen		
	Sweden		

	Switzerland		
	United Kingdom		
	Vatican City		
	Åland Islands		
JPKR	Japan	Singapore	Singapore
	South Korea		
South Asia	Pakistan	Singapore	Singapore
	Bangladesh		
	Nepal		
	Sri Lanka		
	Maldives		
	Bhutan		
HKMC	Hong Kong, China	Singapore	Singapore
	Macau, China		
America	United States of America	Miami	(Will be announced)
	Canada		
North LATAM	Mexico	North Latam	North Latam
	Colombia		
	Bolivia (Plurinational State of)		
	Ecuador		
	Costa Rica		
	Guatemala		
	Dominican Republic		
	Panama		
	Puerto Rico		
	Venezuela (Bolivarian Republic of)		
	El Salvador		
	Honduras		
	Jamaica		
	Nicaragua		
	Trinidad and Tobago		
	Haiti		
	Guyana		
	Bahamas		
	Belize		

	French Guiana		
	Barbados		
	Saint Lucia		
	Saint Vincent and the Grenadines		
	Grenada		
	Antigua and Barbuda		
	Virgin Islands (U.S.)		
	Virgin Islands (British)		
	Saint Kitts and Nevis		
	Turks and Caicos Islands		
	Aruba		
	Cayman Islands		
	Bermuda		
	Martinique		
	Guadeloupe		
	Anguilla		
	Curaçao		
	Sint Maarten (Dutch part)		
	Saint Martin (French part)		
	Bonaire, sint eustatius and saba		
	Commonwealth of Dominica		
South LATAM	Argentina	South Latam	South Latam
	Peru		
	Chile		
	Bolivia (Plurinational State of)		
	Uruguay		
	Paraguay		
	Suriname		
Brazil	Brazil	St. Paul	(Will be announced)

4. Team Names and Logos, and Player Names

4.1 Team Names and Logos

Teams are prohibited from having identical or similar names, and their team logos must be distinct and unique. Any requests for changing team names or logos must be submitted to the League ops 10 working days in advance. It is essential for teams to ensure that their new names do not contain elements that are shared with other teams, and they are not permitted to use a sponsor's logo as their team logo.

4.2 Player Names

A player must use the name that their team submits in the Line-Up before the Match and should refrain from using names identical or similar to Heroes in Honor of Kings, or any content that may cause confusion. Player names should not exceed 16 English letters in length. Player names cannot be used in a Match without the prior approval of the League ops. Player name changes are not permitted during the Open Series, and the League ops reserves the final authority to review player names.

4.3 Team Sponsors and Partners.

A Team and/nor any Players can enter into any sponsorship, endorsement, advertising or related agreement with any person or entity (“Sponsorship”) solely upon the League ops’s prior approval. The League ops has its sole discretion at any time to prohibit any Sponsorship that contains: (A) Any product or service prohibited by applicable law, drugs and drug paraphernalia, tobacco products, addictive substance, alcohols (except for low-alcohols), gambling and casinos, pornography, adult products, cryptocurrency, any business that promotes the use of in-game hacks, cheats, exploit, power levelling, or in-game currency farming, peer-to-peer credit. (B) Any competitor of Tencent or its affiliates, any video games that are not published by Tencent or its affiliates, and any esports leagues, tournaments, or events, other than Official Competitions.

5. Player and Coach Apparel

During Open Series offline matches and public activities, players and coaches must wear team uniforms (including shirts, jerseys, jackets, and pants) that have been approved by the League. The League ops reserves the final authority at any time to prohibit inappropriate apparel that contains: (A) False or unverified claims for any product, service, or speech. (B) Advertisements for non-OTC drugs, tobacco products, or firearms and ammunition. (C) Advertisements for lotteries, companies, services, or products promoting gambling activities. (D) Contents deemed unacceptable by the public. (E) Advertisements for pornographic websites or products. (F) Copyrighted materials that are used without the owners' consent or that may give rise to, or subject the League ops or its affiliates to any claim of infringement, misappropriation, or other forms of unfair competition. (G) Elements that promote competing products, or that the League ops considers as inappropriate.

5.1 Player Apparel Design Requirements

(A) Each Team is responsible for designing and producing their own team uniforms. (B) The team logo must be prominently displayed on the front of the uniform. (C) The team uniforms may feature the logos of major sponsors on the front and both sleeves, but the number of logos should be kept to a reasonable amount. (D) The League ops will review all uniforms and has the right to suggest modifications. The review will ensure that the style of the uniforms is publicly acceptable and that the size and placement of logos are appropriate. (E) As the clothing sponsor for Open Series holds exclusive rights, teams must undergo clothing inspections before each day's matches. If team uniforms, pants, shoes, or any other items feature logos or distinctive elements of competing brands, they will be temporarily replaced by the League ops. (F) There are no specific requirements for pants and shoes, but Teams should wear matching long pants and shoes in terms of colour. (G) Head Coaches should wear formal attire (e.g., suits, formal dresses, or traditional Chinese attire) during Matches or when attending public activities as Open Series head coaches.

6.Bug

6.1 Definition of Terms

Any explanations and Game actions that are not mentioned in the explanations of the Game's skills and mechanics are referred to as BUGs.

6.2 Bug Report

If a player encounters any bug that is not officially confirmed, the Team he/she belongs to shall report the bug to the League ops.

6.3 Game Elements Restriction

If any equipment, Hero, skin, Arcana, or Common Skill encounters a BUG, or due to any other reason that is confirmed by the League ops, the referee may impose restrictions at any time before or during a Game

6.4 Illegitimate Benefiting

If a player encounters a bug that would severely affect the Game, then he/she shall immediately report the bug to the referee; if the player fails to do so, he/she may be considered as deliberately concealing the bug or postponing reporting to find a point in time in his/her favour, which is subject to penalties.

6.5 Re-Pick/Ban

If a Game restarts due to any bug related to a Hero, then the referee reserves the right to decide whether to ban this Hero in the following Games or not. If the Hero is banned by the referee, then all the previous picks and bans related to this Hero will no longer be retained.

6.6 Restart Protocol

During a Game, in the case of a critical bug that would significantly change the Game mechanism and data, thus affecting players' competition capability, or in the case of external factors that render the Game unable to continue, the Game shall be allowed to be restarted. The League ops shall confirm that the bug is critical and can be proven and reserve the right to decide whether this bug has affected players' competition capability.

6.7 Punishment for Bug Exploiting

Exploiting bugs that have been announced in the Pre-Match Notification or unknown bugs that obviously affect the fairness of a Game will be subject to the following escalated penalties: (A) The player will be suspended for a minimum of 6 months. (B) The coaches and Teams have joint responsibility of management, and thus will be subjected to escalated penalties including but not limited to suspensions, hefty fines, or deprivation of participation in future Matches. (C) Penalty points to the Team involved in related Games/Matches.

7. Player Conduct

7.1 Competition Conduct Code

7.1.1 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. Signalling or otherwise, among players. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

7.1.2 Competitive Integrity

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

7.1.3 Buying, Selling, Renting, Transferring

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

7.1.4 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 organisations acting on behalf of a player or a team, any use of equipment accessories not permitted by the League ops such as signalling devices, or any other cheating actions such as gesturing, the use of unauthorised grip powder or match phone cases and films.

7.1.5 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 League ops, is not functioning as intended.

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

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

7.1.8 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.

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

7.1.10 Unauthorised 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.

7.1.11 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 KI to report any doping violation to the League ops.

7.1.12 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.

7.1.13 Appearance
Proper hygiene of a player is expected. Before a match, a player shall follow the instructions of League ops in terms of stage makeup.

7.2 Unprofessional Behaviour

7.2.1 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 ostracise a person and/or affect the dignity of the person.

7.2.2 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 favours.

7.2.3 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, colour, 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.

7.2.4 Statements Regarding KI, Tencent, and Honor of Kings
Members are not allowed to give, make, issue, authorise or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of Open Series, Tencent or its affiliates, or Honor of Kings, as determined in the sole and absolute discretion of Open Series.

7.2.5 Confidentiality
A TeamMember/team is not allowed to issue any information about Open Series without the permission of the League ops. A Team Member is obliged to disclose no information provided by the League ops.

7.2.6 Player Behavior Investigation
If the League ops contacts a Team Member for behaviour investigation, the Team Member is obliged to tell the truth. If a Team Member withholds information or misleads the League ops, creating an obstruction of the investigation, then the Team Member is subject to punishment.

7.2.7 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.

7.2.8 Moral Turpitude
A Team Member is not allowed to engage in any activity which is deemed by the Open Series to be immoral, disgraceful, or contrary to conventional standards of proper ethical behaviour.

7.2.9 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.

7.2.10 Abusive Behaviour
Abuse of League ops referees in the Match Area or any other public occasion is prohibited, verbal or otherwise, which is against professional sportsmanship.

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

7.2.12 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.

7.2.13 No-Compliance
No Team Member is allowed to refuse or fail to apply the instructions or decisions of the League ops.

7.2.14 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.

7.2.15 Document Requests
Documentation or other reasonable items may be required at various times throughout the Open Series as requested by the League ops. If the documentation is not completed to the standards set by the Open Series, then a team may be subject to penalties.

7.2.16 Association with Gambling
No Team Member is allowed to take part, either directly or indirectly, in betting or gambling on any results of any game, match or tournament.

8. Penalties
Upon discovery of any Team Member committing any violations of the Rules listed above, the Open Series may issue the following penalties:
(A) Verbal Warning(s)
(B) Loss of Side Selection Right for Current or Future Game(s)

(C) Loss of bans for Current or Future Game(s)
(D) Fine(s) and/or Prize Forfeiture(s)
(E) Ejection(s) from the Match Area
(F) Player(s) banned from the Match Area
(G) Dismissal(s) (Player(s) dismissed is/are allowed to be substituted by Reserve(s); substitutes shall use the Hero(es) and in-game settings in the ongoing game. In the situation, if the team has four or less players to substitute its dismissed player, the League ops will decide the ruling at its sole discretion.)
(H) Game Forfeiture(s)/Defeated
(I) Suspension(s)
(J) Disqualification(s)
Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Open Series. It shall be noted that penalties may not always be imposed in the Rules. The League ops, in its sole discretion, will decide penalties for infractions not included in the Rules.

8.1 On-site Penalty
In case of any violation during the live match, the referee will issue the "King's Honor Professional League Violation Notice" to the perpetrator in the form of Red/Yellow Card. The red card means on-the-spot penalty/clearance from the Match and the yellow card means serious warning.

8.2 Clearance from the Match
(A) Players: Clubs are required to arrange for a replacement for a player from the Register list within 2 minutes and continue the Game using the same heroes and with the same equipment and settings of the penalised player. If there are only 4 or less players who are qualified for playing, the final decision will be made by the organising committee.

(B) Coach: The club is required to arrange for a replacement of one of the coaching team members from the Register List within 2 minutes, who temporarily assumes the responsibilities, rights and duties of the head coach. If there is no person on the field who is qualified to act as the head coach, the team will play on without the position of Head Coach for that game, and the duties and obligations required to be performed in that position shall be assumed by the team captain.

9. Obligation

9.1 Cooperation

The League ops reserves the right to ask players, without affecting their gameplay and preparations, to cooperate with the officials in game-related activity participation, such as Open Series related activities, news conferences, interviews of all kinds, and activities organised by sponsors. Tardiness due to personal reasons in those activities mentioned above may be subject to penalties.

9.2 Fans Instruction

A team is obliged to instruct its fans in the Audience Area to maintain order. Any action of a team to abet, encourage, or organise fans in a way that causes disturbance to the process of the Match, intentionally or otherwise, is forbidden. A team shall bear all consequences caused by any failure of proper fan instruction.

10. Supplement

10.1 Appeal; Role of League ops

All decisions regarding the interpretation of these Rules, player eligibility, scheduling and staging of the Open Series, and penalties for misconduct, lie solely with the League ops. League ops's decisions with respect to these Rules can be appealed. The appeal will be arbitrated by the HOK Committee within three working days, the result of which is final. The decisions shall not give rise to any claim for monetary damages or any other legal or equitable remedy. During the Open Series, the officials reserve the right to final decisions.

10.2 Rule Changes

These Rules may be amended, modified, or supplemented by the Open Series, from time to time, in order to ensure fair play and the integrity of the Open Series

10.3 Professional Match Regulations

Players and other members in a team shall abide by Professional Match Regulations issued by the Open Series