



Call of the Abyss IX
Qualifier Stage (Online)
Tournament Rules

Introduction

The Call of the Abyss IX Preliminary Stage Tournament Rules (hereinafter referred to as the "Rules") apply to each team that has qualified for the Call of the Abyss IX (hereinafter "COA IX"), including team players and other staff. The Rules apply to COA IX, including the preliminary stage, and not to other tournaments, championships, or other organized Identity V events. The rules for the offline preliminary stage in the Chinese Mainland Division shall comply with the requirements specified in the Call of the Abyss IX - Chinese Mainland Division Tournament Rules.

The Rules aim to establish a comprehensive system and standardized operations for COA IX and ensure fair competition. The standardized Rules will benefit all participants of COA IX Qualifier, including but not limited to players and teams.

The Rules have been formulated and implemented by NetEase Hangzhou Network Co., Ltd., the Organizer and proprietor of the event. NetEase Hangzhou Network Co., Ltd. (hereinafter the "Organizer") will exercise its rights on behalf of the Competition Organizing Committee and fulfill all relevant obligations.

Contents

I. Qualifier Schedule and Definition of Terms	5
1. Definition of Terms	5
1.1. Round	5
1.2. Match	5
1.3. Best-of-Three Match (BO3)	5
1.4. Best-of-Five Match (BO5)	5
2. Qualifier Schedule	5
2.1. Dates:	5
2.2. Schedule	6
II. Participation Requirements	6
3. Players	6
3.1. Age and Nationality	6
3.2. Player Names	8
3.3. Player Information	8
4. Team	8
4.1. Team Eligibility	8
4.2. Team Name	9
4.3. Team Logo & Team Slogan	9
III. Roster	10
5. Participants	10
5.1. Team Roster	10
5.2. Roster Change & Submission	10
5.3. Personnel	11
5.4. Roster Submission	11
6. Substitution	11
6.1. Roster Replacement	11
6.2. Emergency Substitution	11
6.3. Substitution During a Match	12
6.4. Global Finals Offline Participation Requirements	12
IV. Tournament Format	12
7. Chinese Mainland Division	12
7.1. Qualifier Group Stage	12
7.1.1. Time	12
7.1.2. Format	12
7.2. Qualifier Repechage	14
7.2.1. Time	14
7.2.2. Format	14
8. Japan Division	14
8.1. Qualifier Group Stage	14
8.1.1. Time	14

8.1.2. Format.....	14
8.2. Qualifier Playoff.....	15
8.2.1. Time	15
8.2.2. Format.....	15
9. South Korea, Chinese HK-MO-TW Divisions	16
9.1. Qualifier	16
9.1.1. Time	16
9.1.2. Format.....	16
10. NA-EU, Southeast Asia Divisions	16
10.1. Qualifier	16
10.1.1. Time	16
10.1.2. Format.....	16
11. Ban & Pick Rules	17
11.1. Substitutions, Map Selection, and Faction Selection Rules	17
11.2. Character Ban & Pick, Talent Selection, and Position Selection Rules	18
12. Scoring Rules	20
13. Victory and Defeat Rules	20
V. Tournament Rules	22
14. Game Version & Server	22
14.1. Accounts	22
14.2. Tournament Server	22
15. Tournament Devices and Network	23
16. Communication Software	23
17. Tournament Monitoring	23
18. Tournament Procedure	23
18.1. Before the Tournament.....	23
18.1.1. Logging In	23
18.1.2. Pre-Tournament Testing	23
18.1.3. Ready Status	24
18.1.4. Substitutions, Map Selection, and Faction Selection	24
18.1.5. Match Start Time	24
18.1.6. Game Room Creation	25
18.2. Round Proceedings	25
18.2.1. Ban & Pick Process	25
18.2.2. Ban & Pick Records	25
18.2.3. Incorrect Picks	25
18.2.4. Starting the Round After Ban & Pick	25
18.2.5. Controlled Start.....	25
18.2.6. Client Error	25
18.2.7. Banned Settings	26
18.2.8. Other	26
18.3. Post-Round Proceedings	26

18.3.1. Result	26
18.3.1. Technical Records	26
18.3.2. Forfeiture	26
18.4. Post-Match Proceedings	26
18.4.1. Result	26
18.4.2. Next Match	26
18.4.3. Post-Match Obligations	26
18.4.4. Contested Match Results	26
19. Pause Rules	27
19.1. Pausing a Match	27
19.2. Forced Pauses	27
19.3. Pauses by Players	27
19.4. Other Pauses	28
19.5. Resuming from a Pause	28
20. Rematch Rules	28
20.1. Rematch Regulations	28
20.2. Rematch Restrictions	28
21. Immediate Victory Rules	28
22. Forfeiture	28
23. Referee	29
23.1. Referee Duties	29
1) Pre-match checking-up of players' personal information, account information, and devices	29
2) Announcing the start of the match	29
3) Overseeing pauses and resumptions of the match	29
4) Penalizing violations of the tournament rules	29
5) Confirming the end of the match and the match results	29
23.2. Referee Behavior	29
23.3. Final Rulings	30
23.4. Implied License	30
VI. Competition Organizing Committee	30
24. Composition	30
25. Amendments and Supplements	30
26. Force Majeure	30
27. Media Rights	31
28. Right of Final Decision	31

I. Qualifier Schedule and Definition of Terms

1. Definition of Terms

1.1. Round

A "round" refers to a Diary Deduction game played on a map in the Identity V mobile game, concluding when any of the following results are reached: 1) the Hunter wins, 2) the Survivors win, 3) a draw.

1.2. Match

A "match" refers to the process where players compete in a series of rounds. Each round consists of two halves, and each match consists of several rounds, such as three rounds in a best-of-three match or five rounds in a best-of-five match. The Qualifier will be played in a best-of-three format.

1.3. Best-of-Three Match (BO3)

In a best-of-three match, the team that achieves better results over three rounds win. If the match has already been decided before three rounds are complete, there is no need to play the remaining rounds.

1.4. Best-of-Five Match (BO5)

In a best-of-five match, the team that achieves better results over five rounds win. If the match has already been decided before five rounds are complete, there is no need to play the remaining rounds.

2. Qualifier Schedule

2.1. Dates:

- 1) NA-EU Division, HK-MO-TW Division, and South Korea Division: February 28, 2026 – March 1, 2026
- 2) Southeast Asia Division: March 7, 2026 – March 8, 2026
- 3) Japan Division: February 27, 2026 – March 15, 2026
- 4) Chinese Mainland Division: March 5, 2026 – March 22, 2026

2.2. Schedule

2026.02 UTC+8						
Mon	Tues	Wed	Thur	Fri	Sat	Sun
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	1
				Japan Division qualifiers-Group Stage		
				South Korea Division qualifiers		
				China HK-MO-TW Division qualifiers		
				NA-EU Division qualifiers		

2026.03 UTC+8						
Mon	Tues	Wed	Thur	Fri	Sat	Sun
2	3	4	5	6	7	8
			Chinese Mainland Division qualifiers-Group Stage			
				Japan Division qualifiers-Group Stage		
				Southeast Asia Division qualifiers		
9	10	11	12	13	14	15
			Chinese Mainland Division qualifiers-Group Stage			
				Japan Division qualifiers-Playoffs Stage		
16	17	18	19	20	21	22
				Chinese Mainland Division qualifiers-Repechage Stage		
23	24	25	26	27	28	29

II. Participation Requirements

3. Players

3.1. Age and Nationality

1) Chinese Mainland Division

Players must be at least 18 years old. Players from the People's Republic of China (Chinese Mainland) under the age of 18 cannot compete in the Qualifier of other regions.

A team competing in the Qualifier of the Chinese Mainland Division can have at most one member who does not hold the nationality of the People's Republic of China (Chinese Mainland) or a Foreigner's Permanent Residence Card. The rest of the members must hold the nationality of the People's Republic of China (Chinese Mainland) or a Foreigner's Permanent Residence Card, and all members must meet the age requirements specified for the Chinese Mainland Division players.

2) Japan Division

Players who are 18 years old or older as of the first match day may freely register for the tournament. Players under the age of 18 but over the age of 16 may register with a

signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

A team competing in the Qualifier of the Japan Division can have at most one member who does not hold Japanese nationality or a permanent resident certificate. The rest of the members must hold Japanese nationality or a permanent resident certificate.

3) South Korea Division

Players who are 19 years old or older as of the first match day may freely register for the tournament. Players under the age of 19 but over the age of 16 may register with a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

A team competing in the Qualifier of the South Korea Division can have at most one member who does not hold the nationality of the Republic of Korea or the permanent resident certificate. The rest of the members must hold the nationality of the Republic of Korea or the permanent resident certificate.

4) NA-EU Division

Players who are 18 years old or older as of the first match day may freely register for the tournament. Players under the age of 18 but over the age of 16 may register with a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

A team competing in the Qualifier of the NA-EU Division can have at most one member who does not hold the nationality of a country in the NA-EU Division or their permanent resident certificate. The rest of the members must hold the nationality of a country in the NA-EU Division or their permanent resident certificate.

5) Southeast Asia Division

Players who are 18 years old or older as of the first match day may freely register for the tournament. Players under the age of 18 but over the age of 16 may register with a signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

A team competing in the Qualifier of the Southeast Asia Division can have at most one member who does not hold the nationality of a country in the Southeast Asia Division or their permanent resident certificate. The rest of the members must hold the nationality of a country in the Southeast Asia Division or their permanent resident certificate.

6) Chinese HK-MO-TW Division

Players who are 18 years old or older as of the first match day may freely register for the tournament. Players under the age of 18 but over the age of 16 may register with a

signed and sealed Guardian Consent Letter. Players under the age of 16 cannot compete in the tournament.

A team competing in the Qualifier of the Chinese HK-MO-TW Division can have at most one member who does not hold an identity card of Hong Kong, China, Macao, China, Taiwan, China region, or their permanent resident certificate. The rest of the members must hold the identity card of Hong Kong, China, Macao, China, Taiwan, China region or their permanent resident certificate.

Players participating in other regions' matches must still comply with the age requirements of the region of their nationality.

3.2. Player Names

Player names must not contain elements pertaining to vulgarity, pornography, terrorism, violence, gambling, or other content that violates the laws, regulations, policies, public order, and morality of the People's Republic of China and/or content related to in-game elements of Identity V. Player names include Player Nickname and Player Match ID. The Personal Name within the Player Match ID and the Player Nickname cannot be changed during the entire tournament period.

Players may choose a participant ID consisting of 4 to 14 characters. The standardized format for participant ID is "Team Name + Player Name", in which the players' names cannot exceed 9 characters. Characters must be English alphabet letters or numerals, and other characters are forbidden. Of which, Player Name cannot exceed 9 characters.

Example: ABC_reference

3.3. Player Information

Players must participate in person and ensure that the personal information they submit to the Organizer is true. Players must not submit false or inaccurate personal information, account information, or other information. Team staff must ensure that the personal information submitted by their team's players is valid and true.

If a player is found to have submitted false or inaccurate information, the Organizer reserves the right to impose penalties on the player and the player's team, including but not limited to disqualification, legal action, and revoking the team's tournament results, including their previous and current placings, prizes, and rewards.

4. Team

4.1. Team Eligibility

- 1) Chinese Mainland Division

8 teams formed by IVL clubs and 8 advancing teams from the open qualifiers will all be eligible to compete in the preliminary stage of the Chinese Mainland Division.

The 8 teams formed by IVL clubs are:

ACT, DOU5, FPX.ZQ, GG, GW, Gr, MRC, TE, WBG, Wolves

The 8 advancing teams from the open qualifiers are selected based on their rankings in the "Radiant Altar" stage, from highest to lowest. If a team does not meet the eligibility criteria or forfeits, the eligibility will pass on to the next team in the ranking.

2) Japan Division

6 teams formed by IJL clubs and 6 advancing teams from the open qualifiers will all be eligible to compete in the preliminary stage of the Japan Division.

The 6 teams formed by IJL clubs are: AWG, AXIZ, DFM, FL, QTD, SZ

The 6 advancing teams from the open qualifiers are selected based on their rankings in the "Radiant Altar" stage, from highest to lowest. If a team does not meet the eligibility criteria or forfeits, its eligibility will pass on to the next team in the ranking.

3) Other Divisions

After the "Radiant Altar" stage concludes, the officials will contact the top 8 non-directly invited teams in order of their ranking to confirm whether they will participate in the preliminary stage. If a team forfeits or does not meet the eligibility criteria, their qualification will be passed on to the next team in ranking.

4.2. Team Name

Team names may not include any of the following: Elements pertaining to vulgarity, pornography, terrorism, violence, gambling, religion, politics, or other content that violates the People's Republic of China's and the team's local laws, regulations, policies, public order, and morality and/or content related to in-game elements of Identity V.

Teams may choose a team abbreviation consisting of 2 to 6 characters. Characters must be English alphabet letters or numerals from 0 to 9, and other characters are forbidden. This team abbreviation will be used in all official contexts, including but not limited to matches, live broadcasts, and promotional content. Teams shall provide necessary cooperation.

4.3. Team Logo & Team Slogan

Teams can design their own team logos and slogans, but they must not contain: Elements pertaining to vulgarity, pornography, terrorism, violence, gambling, religion,

politics, or other content that violates the People's Republic of China's and the team's local laws, regulations, policies, public order, and morality and/or content related to in-game elements of Identity V. Team logos and slogans must be submitted for official review before they can be used.

III. Roster

5. Participants

5.1. Team Roster

During the tournament, each team is required to have at least 5 players and up to 7 players. The roster consists of 1 captain, 4-6 players, and up to 1 coach.

5.2. Roster Change & Submission

- 1) Each team must submit their roster for the preliminary stage by the designated deadline in their division. The deadline for submitting the roster for this COA Preliminary Stage is 24:00 (UTC+8) on February 6, 2026, Beijing Time.
- 2) From the "Radiant Altar" stage until the start of the regional preliminary stage, teams are not allowed to add new players to their roster (player departures are not restricted by this rule). If a team fails to meet the minimum player requirement, its qualification will be passed on to the next eligible team. The deadline for submitting the roster for this COA Preliminary Stage is 24:00 (UTC+8) on February 6, 2026, Beijing Time.
- 3) If a player is found ineligible to participate in the Call of the Abyss IX Regional Preliminary Stage, any points earned by that player during the "Radiant Altar" stage will be removed. The team's total points will be recalculated accordingly, and teams advancing to the regional preliminary stage will be re-selected based on the new standings.
- 4) After a team submits its roster, the Organizer will review the members and conduct real-name verification. If any member is found to have committed serious violations or does not meet the legal requirements for live streaming, they will be deemed ineligible to participate.
- 5) The Organizer reserves the right to disqualify any player or require a team to change its roster. If a team fails to meet the minimum player requirement or cannot make the roster changes as requested by the Organizer, its eligibility will be passed on to the next eligible team.
- 6) In cases of force majeure preventing a player's participation (e.g., visa issues), roster substitutions may be permitted upon official review. If a team fails to make

the required roster changes as requested by the Organizer, its eligibility will be passed on to the next eligible team.

5.3. Personnel

The roster must consist of five starters and up to two substitutes. The starters must consist of four Survivor players and one Hunter player. All members on the roster must indicate their respective roles and the roles of Hunter and Survivor cannot be changed during the same match. During COA IX, the roster cannot be changed except in special circumstances.

Each team can include up to 1 coach in their submission. The coach must handle tactical arrangements in compliance with official rules and cooperate with the official requirements for rehearsals and shooting.

5.4. Roster Submission

Before a match begins, team staff must submit their team's roster to the Competition Organizing Committee via official channels within the designated timeframe (before 22:00 CST on the day before the match). The roster must include at least five starters and up to two substitutes. If more than one roster is submitted, the roster sent closest to the deadline shall prevail. Rosters submitted after the deadline will be regarded as invalid. If no roster is submitted within the specified timeframe, the Organizer will register the team's starting roster from the previous match.

6. Substitution

In the case of any conflicting changes, submissions, or substitutions made to the roster, the version submitted by the team staff shall prevail.

6.1. Roster Replacement

During the tournament, teams can replace their rosters for the following day by contacting the Competition Organizing Committee through official channels within the designated timeframe as defined in Article 5.4 hereof. If no request has been received within the timeframe, it shall be deemed that there are no changes to the roster.

6.2. Emergency Substitution

If it is necessary to propose a roster replacement after the designated timeframe due to an emergency, the team must promptly notify the Organizer and submit sufficient proof. The Organizer will determine whether the situation is a genuine emergency based on the proof provided and reserves the right to check whether the proof provided by the team is true. If the application is submitted too late, the Organizer will not be able to plan for the new players to enter the tournament. The Competition Organizing Committee has the ultimate right to approve or reject the application based on the proof provided and the

actual situation.

6.3. Substitution During a Match

Teams can make player substitutions after each round. Two Hunter substitutions and two Survivor substitutions are allowed per match (BO3). The outcome of the substitutions is determined by the team's decisions during the substitution phase.

6.4. Global Finals Offline Participation Requirements

Starting from the Group Stage of the Global Finals, teams that advance to the Global Finals from each region must compete offline at a location designated by the officials. If a team member cannot attend due to visa issues, an application must be formally submitted via email. The officials will evaluate the team's application and announce any roster adjustments through email.

IV. Tournament Format

7. Chinese Mainland Division

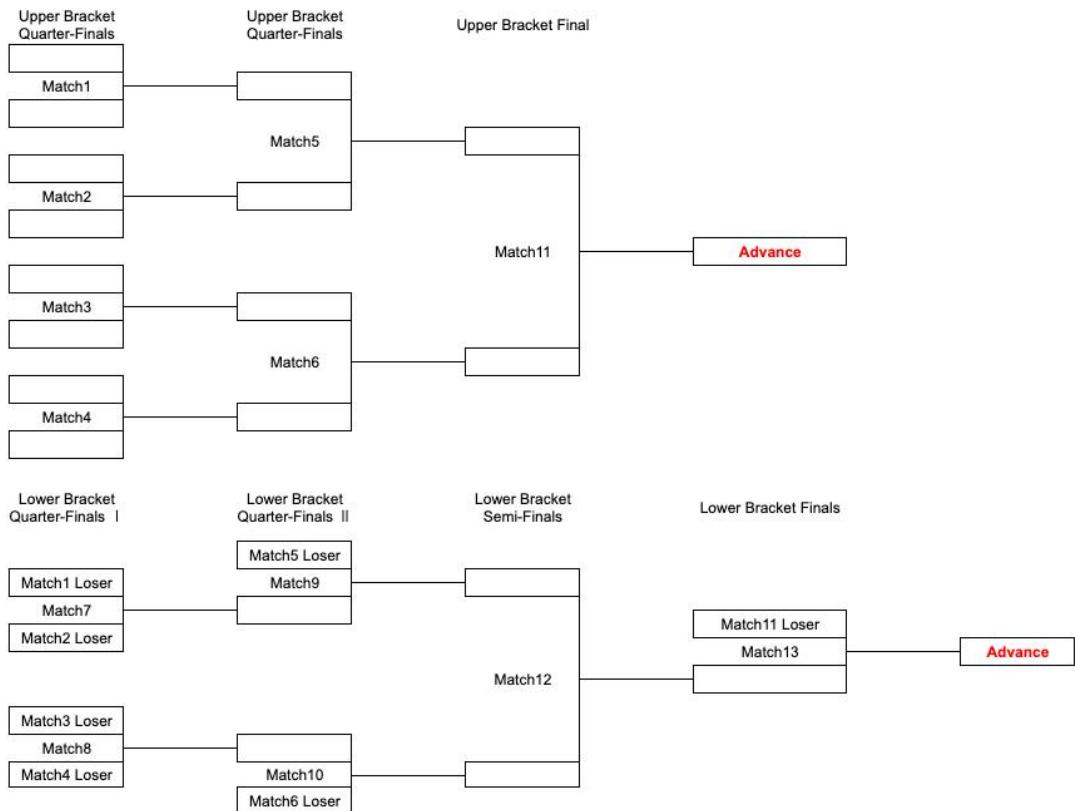
7.1. Qualifier Group Stage

7.1.1. Time

March 5, 2026 – March 15, 2026 (2 weeks with 7 match days).

7.1.2. Format

The 16 teams will be randomly drawn into two groups and will compete in a BO3 double-elimination playoff. The winners of the upper bracket (two groups) and the winners of the lower bracket (two groups) from each group (a total of four teams) will advance to the Global Finals. The teams placed 3rd to 6th in each group will enter the repechage, while the team's placed 7th and 8th will be eliminated. Map selection priority will be decided by drawing lots.



The Group Stage's first series will be decided by drawing lots conducted by the referee. The tags of the 16 teams will be placed in the same draw pool and will be assigned to the corresponding groups in the order of the draw (1-16). The groupings and matchups for the first series are as follows:

Group A Round1	Group B Round1
1 VS 9	2 VS 10
3 VS 11	4 VS 12
5 VS 12	6 VS 14
7 VS 15	8 VS 16

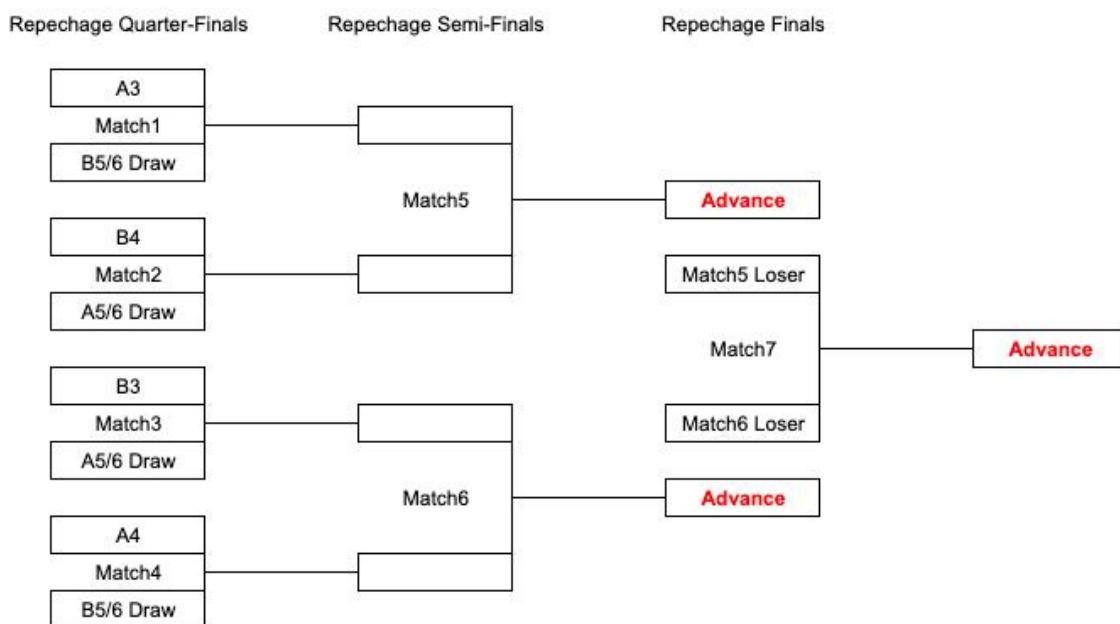
7.2. Qualifier Repechage

7.2.1. Time

March 21, 2026 – March 22, 2026 (1 week with 2 match days).

7.2.2. Format

During the Group Stage, the 3rd and 4th place teams from each group will be placed in designated positions. The 5th and 6th place teams from both groups will be divided into two pools. They will compete against the 3rd and 4th place teams from both groups in the corresponding positions, and three teams will be decided to advance to the Global Finals. Map selection priority will be decided by drawing lots.



8. Japan Division

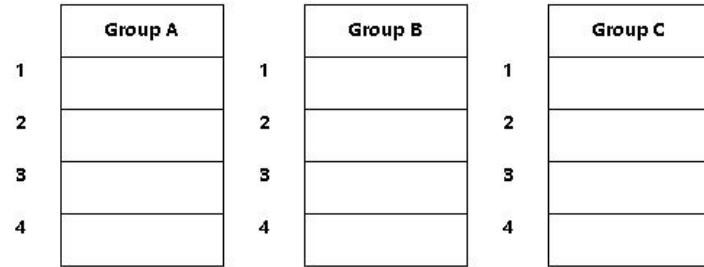
8.1. Qualifier Group Stage

8.1.1. Time

February 27, 2026 – March 8, 2026 (two weeks with six match days).

8.1.2. Format

The 12 teams will consist of 6 professional teams and 6 teams that advanced through in-game competition. Teams will be randomly drawn and assigned into groups of four, with each group containing 2 professional teams and 2 in-game-qualified teams. A total of 3 groups will be formed, competing in a BO3 round-robin group stage. The top three teams from each group will advance to the knockout stage, while the fourth-placed team will be eliminated. Map selection priority will be determined by an official draw.



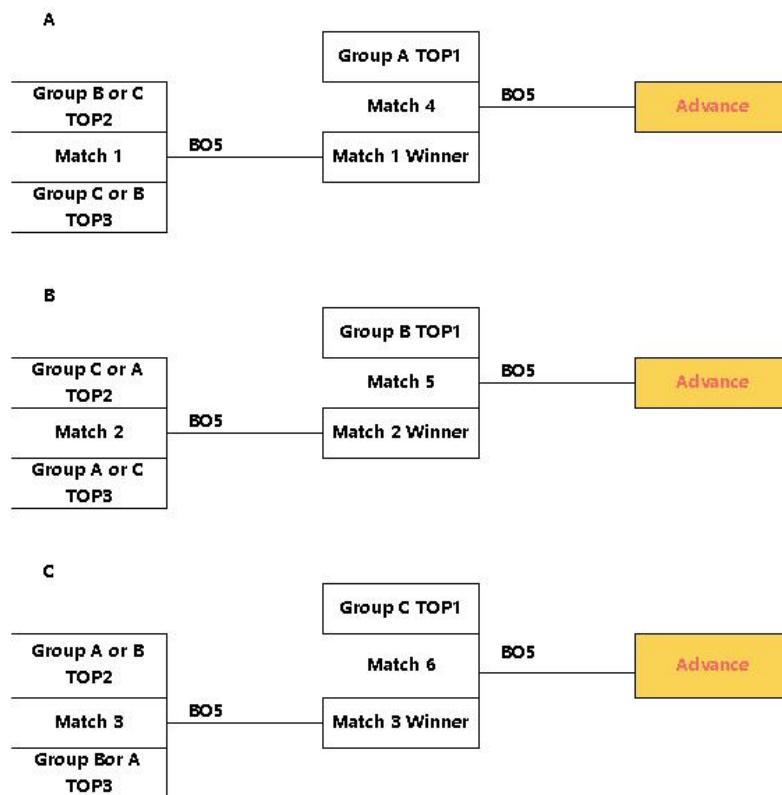
8.2. Qualifier Playoff

8.2.1. Time

March 13, 2026 – March 15, 2026 (3 match days).

8.2.2. Format

The qualifying rounds are divided into three brackets by drawing. The 1st-place teams from the preliminary group stage enter the upper bracket, while the 2nd and 3rd-place teams enter the lower bracket. The 1st round matchups within each bracket are decided by draw, with the rule that no two teams from the same group can be placed in the same bracket. All qualifying rounds matches will be played in a Best-of-Five (BO5) format. The qualifying rounds will determine the 3 teams that advance to the Grand Finals based on the bracket.



9. South Korea, Chinese HK-MO-TW Divisions

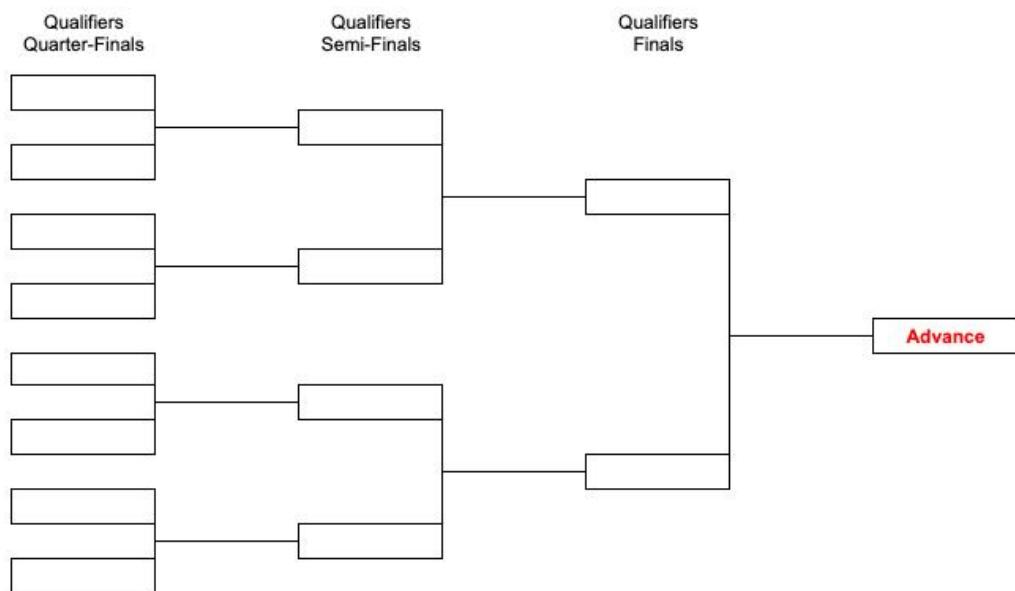
9.1. Qualifier

9.1.1. Time

February 28, 2026 – March 1, 2026 (2 match days).

9.1.2. Format

The 8 teams will have their first-series matchups decided by drawing lots conducted by the referees and will compete in a BO3 single-elimination playoff. The final winning team will advance to the Global Finals. Map selection priority will be decided by drawing lots conducted by the officials.



10. NA-EU, Southeast Asia Divisions

10.1. Qualifier

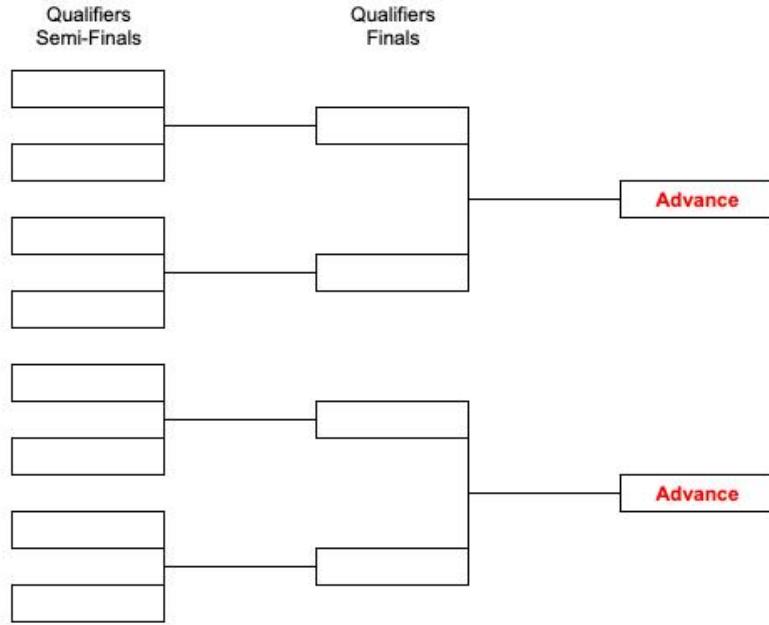
10.1.1. Time

NA-EU: February 28, 2026 – March 1, 2026 (1 match day).

Southeast Asia: March 7, 2026 – March 8, 2026 (2 match days).

10.1.2. Format

The 8 teams will have their first-series matchups decided by drawing lots conducted by the referees and will compete in a BO3 single-elimination playoff. The final two winning teams will advance to the Global Finals. Map selection priority will be decided by drawing lots conducted by the officials.



11. Ban & Pick Rules

11.1. Substitutions, Map Selection, and Faction Selection Rules

1) Substitution Rules

Round 1 must be played by the team's starting lineup. Refer to Article 5.4 hereof for the rules on starting lineups.

Substitutions can be made starting from Round 2. Refer to Article 6.3 hereof for substitution limits.

2) Map Ban & Pick Rules

- a) The first and second half of a round are played on the same map.
- b) Match Maps: Arms Factory, the Red Church, Sacred Heart Hospital, Lakeside Village, Moon River Park, Leo's Memory, Eversleeping Town, China Town and Darkwoods.
- c) Teams are not allowed to select a map that has already been selected by either team during the same match. However, teams can select or ban maps that have been previously banned during the same match.

3) Selection Order

The selection order consists of four phases, namely ① substitution, ② map ban, ③ map pick, and ④ faction pick.

The selection order for each round is as follows:

a) Round 1

- ① Team B bans two maps in this phase
- ② Team A picks a map
- ③ Team B picks a faction

- b) Round 2
 - ① Both teams may perform player substitutions
 - ② Team A bans 1 map in this phase
 - ③ Team B picks a map
 - ④ Team A picks a faction
- c) Round 3
 - ① Both teams may perform player substitutions
 - ② Team B bans 1 map in this phase
 - ③ Team A picks a map
 - ④ Team B picks a faction
- d) Round 4/Round 3 Overtime Tiebreaker
 - ① Both teams may perform player substitutions
 - ② Team B picks a map
 - ③ Team A picks a faction
- e) Round 5
 - ① Both teams may perform player substitutions
 - ② Team A picks a map
 - ③ Team C picks a faction
- f) Round 5 Overtime Tiebreaker
 - ① Both teams may perform player substitutions
 - ② Team B picks a map
 - ③ Team A picks a faction

*In this rule, Team A is the home Team and Team B is the Away Team.

11.2. Character Ban & Pick, Talent Selection, and Position Selection Rules

1) The character Ban & Pick, talent selection, and position selection process consist of 14 stages, namely:

- a) Hunter Ban Phase 1: Hunter bans two Survivor characters.
- b) Survivor Ban Phase: Survivor bans Hunter characters.
- c) Survivor Pick Phase 1: Survivors pick two Survivor characters. From Round 1 to Round 3, the two Survivor characters initially picked by the team cannot be selected or banned in subsequent rounds of that match.
- d) Hunter Ban Phase 2: Hunter bans one Survivor character from use.
- e) Survivor Pick Phase 2: Survivors pick one Survivor character. From Round 1 to Round 3, the Survivor character picked by the team cannot be selected or banned in subsequent rounds of that match.

- f) Hunter Ban Phase 3: Hunter bans one Survivor character.
- g) Survivor Pick Phase 3: Survivors pick 1 Survivor character. In Round 1 to Round 3, the Survivor character picked by the team cannot be selected or banned in subsequent rounds of that match.
- h) Survivors confirm their Survivor characters.
- i) Survivors pick Talents.
- j) Hunter Pick Phase: Hunter picks one Hunter character. From Round 1 to Round 3, the Hunter character picked by the team cannot be selected or banned in subsequent rounds of that match.
- k) Hunter picks Talents.
- l) Survivors pick the spawn point.
- m) Hunter picks the spawn point.
- n) Spawn points are revealed.

2) Number of Ban & Pick:

The number of bans and picks that can be made during each round and phase are as follows:

Round	Phase (no. of corresponding bans or picks)							
	Hunter Ban Phase 1	Survivor Ban Phase	Survivor Pick Phase 1	Hunter Ban Phase 2	Survivor Pick Phase 2	Hunter Ban Phase 3	Survivor Pick Phase 3	Hunter Pick Phase
Round 1	2	0	2	1	1	1	1	1
Round 2	2	1	2	1	1	1	1	1
Round 3	2	2	2	1	1	1	1	1
Round 4/Round 3 Overtime	2	2	2	1	1	1	1	1
Round 5	2	2	2	1	1	1	1	1
Round 5 Overtime	2	2	2	1	1	1	1	1

Note:

Players must re-ban & pick again for characters during the first and second half of each round. During each half's Ban & Pick phase, the order in which Survivor characters are assigned does not necessarily correspond to players' seating arrangement or their positions in the in-game room. After four Survivor characters are selected, the Survivor

players can decide how to allocate the characters among themselves.

Throughout the entire match, the Hunter has 4 fixed Survivor ban slots. In Round 1, Survivors have no Hunter ban slots. In Round 2, they have 1 Hunter ban slot. In Round 3 and any Round 3 Overtime Tiebreaker, they have 2 fixed Hunter ban slots.

Global Bans:

In Round 1 to Round 3, the Survivor characters first picked by both teams, as well as the characters chosen by the Hunter, cannot be selected or banned again throughout the entire match.

3) Tournament Bans:

The Organizer may announce pre-banned characters on occasion. Pre-banned characters cannot be banned or picked during a match.

12. Scoring Rules

In each round, teams will obtain points according to the following rules:

Scoring Rules		Points	
		Survivors	Hunter
Escapes	0	0	5
	1	1	3
	2	2	2
	3	3	1
	4	5	0

The outcome of each round is determined by the sum of points from the first and second half. The team with a higher score will be the winner, and vice versa. The round is declared a draw if both teams have the same score.

13. Victory and Defeat Rules

1) In BO3 matches, a match ends if a team wins the first 2 rounds. Otherwise, the match will continue (In the Japan Division's single round-robin group stage, even if the result of a BO3 match is determined, the remaining matches still need to be completed).

1.1 Two Teams with the Same Number of Wins

If two teams have the same number of wins, rankings will be determined according to the following rules:

The head-to-head result between the two teams will be compared. The team that defeated the other will be ranked higher.

1.2 Three Teams with the Same Number of Wins

If three teams have the same number of wins, rankings will be determined according to the following rules:

- (a) The head-to-head results among the three teams will be compared. If one team defeats the other two teams in the round-robin, that team will be ranked higher. The remaining two teams will be ranked based on their round differential.
- (b) If the three teams have mutual win–loss results (A defeats B, B defeats C, C defeats A), the round differential of all teams will be compared. The team with the higher round differential will be ranked higher.
- (c) If the round differential is the same, the average score per round of all teams will be compared. The team with the higher average score per round will be ranked higher.
- (d) If the average score per round is the same, the number of tied rounds will be compared. The team with the higher number of tied rounds will be ranked higher.
- (e) If the number of tied rounds is the same, the average cipher machine decoding progress per round among the three teams will be compared. The team with the higher average decoding progress will be ranked higher.

- 2) In BO5 matches, a match ends if a team wins the first 3 rounds, wins three rounds and ties 1 round, or wins 2 rounds and ties 2 rounds in the first 4 rounds. Otherwise, the match will continue.
- 3) In the Playoffs, if a winner is decided before the match is completed, the remaining rounds do not have to be played, and the match ends immediately. Early victory conditions are as follows:
 - In a BO3 match
 - I. When a team has 1 win, 1 tie, no losses, and earns 5 points in the first half of Round 3.
 - II. When a team has 1 win, no ties, 1 loss, and earns 5 points with a lead of more than 5 points after the first half of Round 3.
 - In a BO5 match
 - I. When a team has 2 wins, 1 tie, no losses, and earns 5 points in the first half of Round 4.

- II. When a team has 2 wins, no ties, 1 loss, and earns 5 points with a lead of more than 15 points after the first half of Round 4.
- III. When a team has 2 wins, 1 tie, 1 loss, and a lead of more than 5 points after the first half of Round 5.
- IV. When a team has 1 win, 3 ties, and a lead of more than 5 points after the first half of Round 5.
- V. When a team has 1 win, 2 ties, 1 loss, and a lead of more than 5 points after the first half of Round 5.

4) ...Tiebreaker Rules

- a) In the event of a tie (such as when both teams have 1 win, 1 draw, and 1 loss in a BO3 match), the team with the higher total score wins the match.
- b) If both teams have the same total score, an overtime round will be played. The team with the higher score in the overtime round wins the match.
- c) If both teams have the same score in the overtime round, the team with at least one escapee during its Survivor round wins if the other team has no escapees during its Survivor round. Otherwise: 1) If both teams had at least one escapee, the team with a shorter round time when playing as Survivors wins the match. 2) If both teams had no escapes, the team with a shorter round time when playing as the Hunter wins the match.

Note: Round times for deciding the result of the overtime match are based on screenshots taken of the Hunter's result screen. If the in-game time displayed for the Hunter is consistent, the official system backend data time will be used as the standard.

V. Tournament Rules

14. Game Version & Server

14.1. Accounts

The Organizer will provide players with accounts for the tournament server. Players can set up their accounts based on their reported personal information and game preferences. Account names must be approved by the Organizer before they can be used in the tournament, and it is prohibited to change it without official approval.

Tournament accounts belong to the Organizer. Players must not trade the accounts or change the account passwords, or they will be penalized.

14.2. Tournament Server

All matches will take place on a dedicated tournament server. The Organizer will specify the version of the game used in the tournament. The tournament server is only for

use in competitions, training, and related official activities. Players are prohibited from uploading recordings, screenshots, or other unpublished content from the tournament server to online media on their own without official approval.

15.Tournament Devices and Network

Players must use their own devices (mobile phone or tablet) and use touchscreen controls with their fingers. Computers, emulators, and other peripheral devices are strictly prohibited. Players must also use their own Internet connection.

16.Communication Software

To ensure that the tournament proceeds normally and in an orderly fashion, players must use the software specified by the Organizer for voice chat communication. Communication must be always carried out under the supervision of the referee.

17.Tournament Monitoring

To ensure the fairness of the event, players must cooperate with the Organizer in arranging for monitoring equipment or software, including but not limited to cameras, video monitoring software, and voice monitoring software. Players must cooperate with the Organizer in the event monitoring process, which includes but is not limited to pre-match verification, in-match monitoring, and post-match verification. If the player fails to monitor the game in accordance with the Organizer's requirements, the Organizer retains the right to penalize the player, including but not limited to withdrawal of the player's right to choose the map and disqualification. The Organizer also reserves the right to revoke the team's tournament results, including their previous and current placings, participation eligibility, prizes, and rewards.

18.Tournament Procedure

18.1. Before the Tournament

18.1.1. Logging In

Members on the participating team roster must log in to the game server 20 minutes before the start of the match.

18.1.2. Pre-Tournament Testing

Players should conduct testing on their own after logging in. Players need to complete the tests 3 minutes before the start of the match and inform the referee that they are ready to play. If any equipment issues are not reported to the officials within the

specified time, it will be assumed that all pre-match preparations are normal. The test includes but is not limited to device tests, network tests, communication equipment tests, and in-game warm-ups. If the player's testing time exceeds the specified time allowance, the referee has the right to demand that the player conclude the test immediately and prepare to enter the game.

18.1.3. Ready Status

Once all players have confirmed with the Organizer that they are ready to compete, they will enter the ready status. Players need to return to the game's main interface and wait for the Organizer to invite them to join the game room. At this point, players are forbidden from setting up their devices or undertaking any other actions that may interfere with the tournament procedure.

18.1.4. Substitutions, Map Selection, and Faction Selection

Team players and staff must complete substitutions, map selection, and faction selection according to the referee's instructions within the specified time. This process will be conducted through a web page on the computer. This process will be completed on a web page on a computer. Teams must follow the referee's instructions and complete the selection process for every phase within the specified time.

If a team fails to complete the selection within the specified time, or if players, coaches, or the club itself cause empty or wrong selections, the match will still proceed as planned. The default selections for each phase are as follows:

Phase	Default Selection
Substitution	No substitutions
Map Banning	No maps banned
Map Selection	Random map
Faction Selection	Random faction

If the Ban & Pick phase cannot be completed due to special circumstances such as network or server failure at the venue, the Ban & Pick phase will be restarted. The entire restart process must be completed under the instruction of the Organizer's staff, and the Organizer reserves the right to decide whether the Ban & Pick phase should be restarted.

18.1.5. Match Start Time

Once players are ready, the match will start at the scheduled time. If any problem arises during the preparation period, the match may be delayed, but the Organizer has the right to assess the problem and decide if the match should be delayed. If the Organizer determines that a player is at fault for the delay, the Organizer has the right to penalize the player who caused the delay.

18.1.6. Game Room Creation

The Organizer will create an official game room. After testing, players must follow the Organizer's instructions to enter the game room.

18.2. Round Proceedings

18.2.1. Ban & Pick Process

Once all players enter the officially designated game room, the Organizer will confirm whether both teams are ready to begin the Ban & Pick process. Once it has been confirmed that both teams are ready, the Organizer will instruct the room host to start the game.

18.2.2. Ban & Pick Records

The Ban & Pick process will be completed using the Custom Mode function on the tournament server. If the Ban & Pick process is completed under official instruction before the preparation stage, the Organizer will record the official Ban & Pick results, and the match will be played in accordance with these confirmed results.

18.2.3. Incorrect Picks

If a team fails to complete its selections during the Ban & Pick period, or if players, coaches, or the club itself cause empty or wrong selections, the match will still proceed as planned. This applies but is not limited to the following situations:

- 1) A team missed the Ban & Pick process because they were discussing tactics.
- 2) A team missed the Ban & Pick process because they spent too much time in discussion and could not find the right characters.
- 3) A team selected the wrong character due to miscommunication or player error.

If the Ban & Pick phase cannot be completed due to special circumstances such as network, room setup, or server failure at the venue, the Ban & Pick phase will be restarted. The entire restart process must be completed under the instruction of the Organizer's staff, and the Organizer reserves the right to decide whether the Ban & Pick phase of the current round should be restarted.

18.2.4. Starting the Round After Ban & Pick

The round will start immediately after the Ban & Pick phase is completed unless the Organizer states otherwise. Players are forbidden from leaving the game between the end of the Ban & Pick phase and the start of the round.

18.2.5. Controlled Start

If an error occurs in the game, or the Organizer decides to separate the Ban & Pick phase from the game, the round can be started in Custom Mode, and all players shall select characters in accordance with the officially recorded Ban & Pick selections.

18.2.6. Client Error

If a bug, network issue, or other technical difficulty prevents players from joining the

round after it starts, the round will be paused immediately until all players have connected.

18.2.7. Banned Settings

Players are forbidden from using "Escape" and "Just Deserts" during matches. If a player is unable to move or control their character during a match due to problems with the client, the round may be paused in accordance with Rule 19.

18.2.8. Other

If a player is unable to move or control their character during a match due to problems with the client, the round may be paused in accordance with the Rules.

18.3. Post-Round Proceedings

18.3.1. Result

The Organizers will confirm and record the results of each round.

18.3.1. Technical Records

Players can report any technical issues to the Organizer.

18.3.2. Forfeiture

If the opposing team forfeits, the team that wins the round will be deemed to have won it by the largest margin possible. (i.e., four eliminations if playing as Hunter, or four escapes if playing as Survivors) and awarded the corresponding number of points. If the opposing team forfeits, the team that wins the match will be deemed to have won it by the largest margin possible. (i.e., 3-0 for a BO5 match and 2-0 for a BO3 match). No other statistics will be recorded for forfeited matches.

18.4. Post-Match Proceedings

18.4.1. Result

The Organizers will verify and record the results of each match and confirm the results with the players. Participants must confirm the results in writing over official communication channels.

18.4.2. Next Match

Players will be informed of their current place and the schedule for their next match.

18.4.3. Post-Match Obligations

Players will be informed of all their post-match obligations, including but not limited to attending media events, interviews, and any in-depth discussions on tournament-related matters.

18.4.4. Contested Match Results

If a dispute arises while the match is ongoing, the team's management and players must defer to the referee. If a player disagrees with the referee's ruling, they may appeal to the Organizer in accordance with the appeal procedures. Players may submit an appeal

to the referee within 3 minutes of the end of a match. The referee and the Organizer reserve the right to reject any appeal made outside the time limit.

The Organizer will conduct a fair, impartial, and transparent investigation of the appeal. While the investigation is ongoing, players are forbidden from making public comments on the incident under investigation. Teams and players are not allowed to publicly question the integrity of other teams and players. Otherwise, penalties may be applied.

Once the Organizer announces the results of the investigation, no team or player is allowed to object to the results or publicly question the Organizer's decisions.

Send appeals to: COA_Committee@service.netease.com

19. Pause Rules

19.1. Pausing a Match

If a player needs the referee to assist in pausing the game during the match, they must use the "Referee Pause" command in the officially designated voice channel. No other commands will be recognized as valid requests for the referee to initiate a pause. The Organizer is not obliged to stop the match if a player deliberately disconnects from the match without notifying the Organizer or pausing the match. While a match is paused or stopped, players are not allowed to leave the competition area or talk with each other without the Organizer's permission.

* If there are objections to the match process, players need to pause the match and immediately submit an appeal to the officials. If players submit an appeal after the match has ended, the officials may not be able to review the appeal as requested.

19.2. Forced Pauses

The Organizer has the sole discretion to pause the game or request that players pause the game at any time.

19.3. Pauses by Players

Each team has one chance per faction per round to pause the game due to a player-related reason. The team must explain their reasons for pausing the game to the Organizer. Acceptable reasons include but are not limited to:

- (1) Network issues.
- (2) Hardware or software issues.
- (3) Player health issues.

The Organizer will evaluate the reasons provided and retain the right to decide whether to pause or resume the match. The pause duration is subject to the referee's

decision. If the match is not resumed within the specified time or the number of allowed pauses is exceeded, the Organizer retains the right to penalize the player in accordance with the Player Code of Conduct. Penalties include but are not limited to a warning, revoking the team's right of first pick, and loss of the match.

19.4. Other Pauses

If the game is paused due to force majeure or other reasons beyond the players' control, the Organizer retains the right to decide if the game should be paused.

19.5. Resuming from a Pause

Once all players have been informed that the match may resume, and are ready to resume the match, the spectator on the tournament server will resume the match.

20. Rematch Rules

20.1. Rematch Regulations

During a match, if an unexpected situation occurs that affects the fairness of the match or causes the game to stop, the Organizer reserves the right to decide whether the match should be restarted, including but not limited to restarting one or multiple tournament processes and restarting one or more matches. The Organizer's decision in the actual event shall prevail, and teams must comply with said decision.

20.2. Rematch Restrictions

During a rematch, the order of play, maps, banned and picked characters, talents and traits, spawn points, and costumes must remain the same as in the original match. If any player changes any of the above in the rematch without authorization, the Organizer will penalize the player based on the actual situation. Penalties include but are not limited to loss of the match, disqualification, and revocation of prizes and placings obtained.

21. Immediate Victory Rules

If a round cannot be played to the end for any reason, and continuing to play cannot affect the match results, the Organizer has the right to immediately declare a victor for the match.

22. Forfeiture

In Identity V tournaments, teams are generally prohibited from forfeiting (in-game forfeiture, half-round forfeiture, single-round forfeiture, entire match forfeiture, or tournament stage forfeiture) or withdrawing. If a team still insists on forfeiting or withdrawing, the tournament officials have the right to decide whether the team will be

considered to have lost in a specific half-round, single round, entire match, or subsequent matches, and whether the team can continue to participate in subsequent Identity V tournaments.

If a team decides to forfeit a match, the team captain must submit written confirmation to the Competition Organizing Committee through official channels. All consequences and responsibilities of forfeiture must be borne by the forfeiting team.

If a team decides to withdraw from the tournament, the team captain must submit written confirmation and a signed Withdrawal Declaration to the Organizer through official channels. All consequences and responsibilities of withdrawal must be borne by the withdrawing team. Matches affected by the team's withdrawal will count as byes.

The Organizer reserves the right to impose penalties on the forfeited player and all players of the player's team, including but not limited to disqualification, legal action, and revoking the team's tournament results, including their previous and current placings, prizes, and rewards.

The officials have the right to adjust the schedule due to a team withdrawing, including but not limited to adjusting the schedule and format, canceling past results of the withdrawing team, and extending participation qualifications to subsequent ranking teams. Other participating teams must comply with the official arrangements.

23. Referee

23.1. Referee Duties

Referees are employees of the Organizer. Their duties include the oversight of any match-related problems, questions, and situations before, during, and immediately after each match. These duties include but are not limited to:

- 1) Pre-match checking-up of players' personal information, account information, and devices.
- 2) Announcing the start of the match.
- 3) Overseeing pauses and resumptions of the match.
- 4) Penalizing violations of the tournament rules.
- 5) Confirming the end of the match and the match results.

23.2. Referee Behavior

Referees are expected to behave professionally and always make fair judgments. Referees must not show favoritism or prejudice towards any player, team, owner, or other individuals.

If an emergency arises during a match, players shall obey the referee's instructions

as to whether the match should continue or be paused.

23.3. Final Rulings

If a team doubts any ruling, it may appeal through the methods stated in Article 18.4.4 hereof. The Organizer reserves the right of final decision upon all rulings made during the tournament.

23.4. Implied License

The Organizer has the right to take pictures, videos, and audio recordings of the event. Teams should confirm this right verbally or in writing within the designated timeframe at every stage of the competition, including but not limited to character and map Ban & Pick and substitutions. Teams that do not confirm within the designated timeframe are deemed to have authorized the Organizer to make the decision on the team's behalf at its sole discretion and must comply strictly with said decision.

VI. Competition Organizing Committee

24.Composition

The Competition Organizing Committee is composed of NetEase Games and Identity V project team members.

25.Amendments and Supplements

To ensure the fairness and integrity of the tournament, the Organizer has the right to amend, change, or supplement the Rules at any time. For any matters that have not been adequately specified or explained in the Rules, the explanation from the Organizer, or other rules and codes of conduct formulated by the Organizer, shall prevail. The Organizer has the right to publish and implement amendments, changes, or supplements to the Rules, as well as the interpretation and formulation of new rules via e-mail, online announcements, printed announcements, or any other appropriate method.

Should any conflict arise between the contents of communications with the Organizer and officially published rules, the officially published rules shall prevail.

26.Force Majeure

In the event of force majeure during the competition (including but not limited to natural disasters such as typhoons, earthquakes, floods, or hail; government actions; abnormal social incidents, etc.) that prevent the match from continuing, the result of the match will be decided by the Organizer.

27. Media Rights

The Organizer owns all documents, images, and audio-visual materials related to the tournament. Unauthorized use by any group or individual is strictly prohibited, and violators will be prosecuted.

28. Right of Final Decision

The Organizer reserves the final right of interpretation for all the terms and conditions in the Rules as well as the penalties for misconduct.