



**Call of the Abyss IX**  
**(Call of the Abyss IX)**  
**Global Finals Phase**  
**Tournament Rules**

Introduction:

The Identity V Call of the Abyss IX Global Finals Phase Tournament Rules (hereinafter referred to as the "Rules") applies to each team that has qualified for the global finals of Call of the Abyss IX (hereinafter "COA IX"), including team players and other staff. The Rules apply to COA IX, including the Global Finals, and not to other tournaments, championships, or other organized Identity V events.

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 Global Finals, 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.

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# 1. Global Finals 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 is 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.

### 1.3. Best-of-Three Match (BO3)

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

## 2. Global Finals Tournament Schedule

### 2.1. Dates:

- 1) Global Finals Group Stage: April 10, 2026 – April 19, 2026
- 2) Global Finals Playoff: May 1, 2026 – May 5, 2026

### 2.2. Schedule

2026 April-May UTC+8						
Mon	Tues	Wed	Thur	Fri	Sat	Sun
30	31	1	2	3	4	5
6	7	8	9	10	11	12
Global Finals-Group Stage						
13	14	15	16	17	18	19
Global Finals-Group Stage						
20	21	22	23	24	25	26
27	28	29	30	1	2	3
Global Finals-Playoff						
4	5	6	7	8	9	10
Global Finals-Playoff						

### 3. Prize Pool

Total Prize Pool: CNY 8,000,000 (tax inclusive)

Placings	Prize (CNY) (tax inclusive)
Champion	¥ 3,000,000
Runner-Up	¥ 1,000,000
3rd Place	¥ 620,000
4th Place	¥ 500,000
5th to 8th Place	¥ 300,000
9th to 12th Place	¥ 200,000
13th to 16th Place	¥ 120,000
17th to 20th Place	¥ 100,000

## 2. Participation Requirements

### 4. Players

#### 4.1. Age and Nationality

##### 1) Chinese Mainland Region

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 Preliminary Stage of other regions.

A team competing in the Preliminary Stage of the Chinese Mainland region 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 region players.

##### 2) Japan Region

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 Preliminary Stage of the Japan region can have at most one member who does not hold Japanese nationality or the permanent resident certificate. The rest of the members must hold Japanese nationality or the permanent resident certificate.

### 3) Republic of Korea Region

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 Preliminary Stage of the Republic of Korea region 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 Region

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 Preliminary Stage of the NA-EU region can have at most one member who does not hold the nationality of a country in the NA-EU region or their permanent resident certificate. The rest of the members must hold the nationality of a country in the NA-EU region or their permanent resident certificate.

### 5) South East Asia Region

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 Preliminary Stage of the South East Asia region can have at most one member who does not hold the nationality of a country in the South East Asia region or their permanent resident certificate. The rest of the members must hold the nationality of a country in the South East Asia region or their permanent resident certificate.

### 6) Chinese HK-MO-TW Region

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 Preliminary Stage of the Chinese HK-MO-TW region can have at most one member who does not hold the 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.

#### **4.2. Player Names**

Player names may not include any of the following: 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.

Players may choose a participant ID consisting of 4 to 14 characters. The standardized format for participant ID is "Team Name+Player Name". Characters must be English alphabet letters or numerals from 0 to 9, and other characters are forbidden. Additionally, the Player Name cannot exceed 9 characters.

Example: ABC\_reference

#### **4.3. 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.

### **5. Team**

#### **5.1. Team Eligibility**

A total of 20 teams are participating in this Global Finals.

9 teams from the Chinese Mainland Region, 1 team from the Chinese HK-MO-TW Division, 5 teams from the Japan Region, 1 team from the Republic of Korea Region, 2 teams from the South East Asia Region, 2 teams from the NA-EU Region.

#### **5.2. 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.

### **5.3. 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.

## **3. Roster**

### **6. Participants**

#### **6.1. Team Roster**

During the tournament, each team is required to have at least five players and up to seven players. The roster consists of one captain and four to six other players, and up to 1 coach.

#### **6.2. 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 factions, and the roles of Hunter and Survivor cannot be changed during the same match. During COA IX, the faction cannot be changed except in special circumstances.

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

#### **6.3. 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 Beijing Time [UTC+8] 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.

## **7. Substitution**

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

### **7.1. 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 time frame as defined in Article 6.3 hereof. If no request has been received within the time frame, it shall be deemed that there are no changes to the roster.

### **7.2. 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 make arrangements 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.

### **7.3. Substitution During a Match**

Teams can make player substitutions after each round. Two Hunter substitutions and two Survivor substitutions are allowed per match (BO3 or BO5). The outcome of the substitutions is determined by the team's decisions during the substitution phase.

In case of special circumstances, the Competition Organizing Committee reserves the right to make the final decision on substitutions.

### **7.4. 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 Organizer. If a team member cannot attend due to visa issues, an application must be formally submitted via email. The Organizer will evaluate the team's application and announce any roster adjustments through email.

## **4. Tournament Format**

## 8. Global Finals Group Stage

### 8.1. Format

For the Global Finals Group Stage, the 20 teams will be randomly drawn into four groups and will compete in a BO3 single round-robin group point match. Each group's first place team advances to the second series of the Global Finals playoff stage (round of 8). Each group's second and third place teams advance to the first series of the Global Finals playoff stage (round of 12). Each group's fourth and fifth place teams are eliminated.

The Global Finals Group Stage's grouping will be decided by drawing lots conducted by the referee. The tags of the 20 teams will be placed in the same draw pool and will be assigned to the corresponding groups in the order of the draw (1-20). The groupings are as follows:

Group A↵	
A1↵	↵
A2↵	↵
A3↵	↵
A4↵	↵
A5↵	↵

Group B↵	
B1↵	↵
B2↵	↵
B3↵	↵
B4↵	↵
B5↵	↵

Group C↵	
C1↵	↵
C2↵	↵
C3↵	↵
C4↵	↵
C5↵	↵

Group D↵	
D1↵	↵
D2↵	↵
D3↵	↵
D4↵	↵
D5↵	↵

## **8.2. Map Selection Priority Allocation**

During the group stage of the Global Finals, the priority of map selection for each series' matches will be determined by drawing lots conducted by the referees. The team captains and/or staff of both teams shall witness the drawing.

## **8.3. Placing Rules**

The ranking rules for the Global Finals Group Stage are as follows, in order: number of wins, head-to-head record, net win rounds, average points per round, tie records, and average cipher machine decoding progress per round.

Note:

Net Win Rounds: Win Rounds - Lose Rounds.

Average Points Per Round: Average Survivor Points Per Round + Average Hunter Points Per Round.

Tie Records: Tie Rounds in Losing Matches - Tie Rounds in Winning Matches.

Average Cipher Machine Decoding Progress Per Round: The average total progress of cipher machines decoded by Survivors in each round, based on the real-time decoding progress on the field before the end of the game.

The results of overtime tiebreaker matches in the Group Stage only affect the number of wins and do not count towards subsequent placing criteria.

### **8.3.1. Two Teams with the Same Number of Wins**

If two teams have the same number of wins, the following rules will be used for placing:

Compare the head-to-head record between the two teams, and the team that won against the other will be ranked higher.

### **8.3.2. Three Teams with the Same Number of Wins**

If three teams have the same number of wins, the following rules will be used for placing:

- (a) Comparing the results of the three teams, if one team has defeated the other two teams in the round-robin, that team will be ranked higher, and the remaining two will be ranked based on the net win rounds.
- (b) If the three teams have mutual win-loss results (A defeats B, B defeats C, C defeats A), the net win rounds of all teams will be compared. The team with the higher net win rounds will be ranked higher.
- (c) If the net win rounds are the same, the average points per round of all teams will be compared. The team with the higher average points per round will be ranked higher.

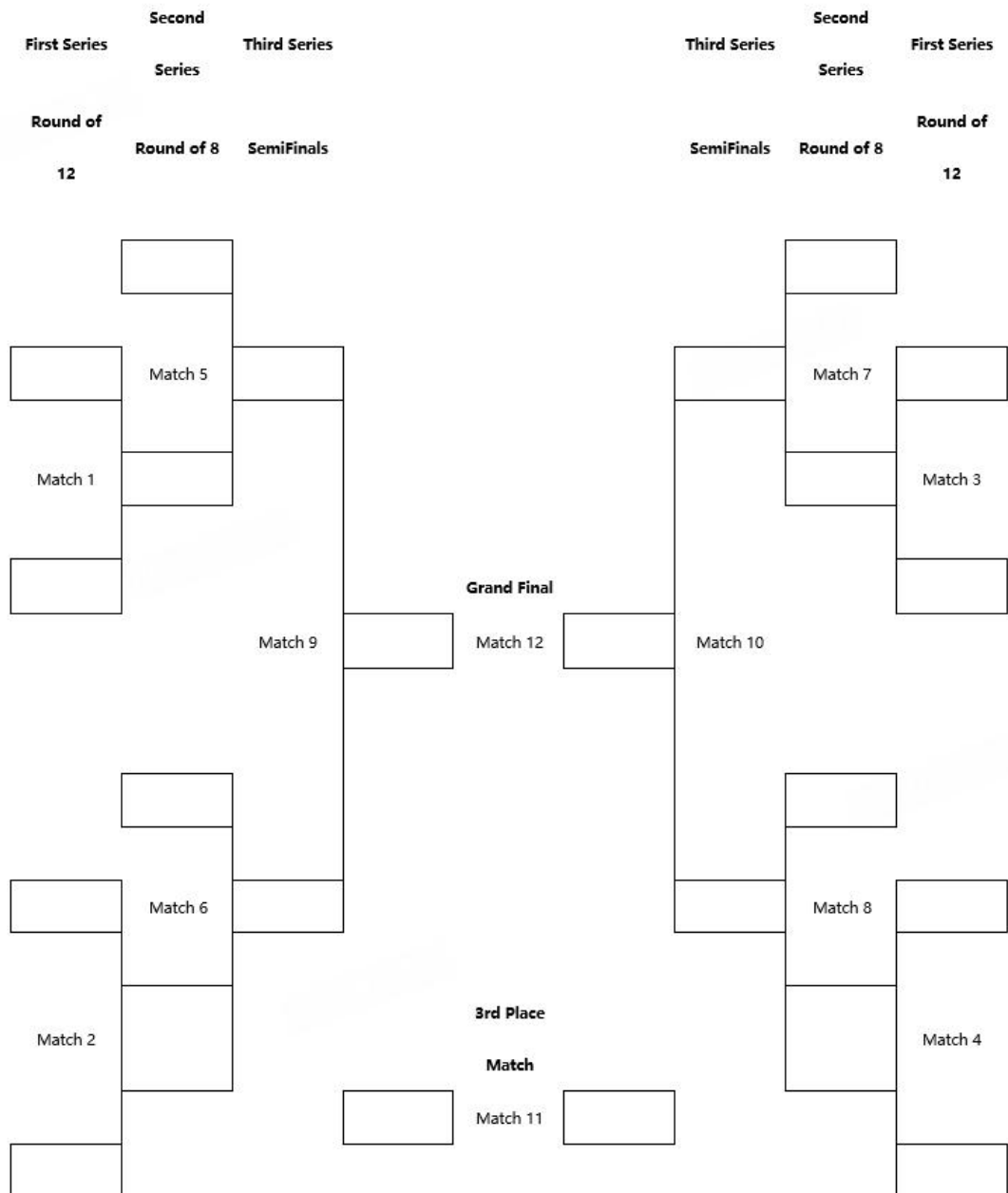
- (d) If the average points per round are the same, the tie records will be compared. The team with the higher tie records will be ranked higher.
- (e) If the tie records are the same, the average cipher machine decoding progress per round of the three teams will be compared. The team with the higher average cipher machine decoding progress will be ranked higher.

## **9. Global Finals Playoff**

### **9.1. Format**

This phase consists of 12 teams. After the Group Stage, the teams placed second and third in each group will enter the first series of the playoff, where 12 teams compete to advance to the top 8. The teams placed first in the Group Stage will enter the second series of the playoff, where 8 teams compete to advance to the top 4, facing the winners of the first series of the playoff. The tournament follows a single-elimination playoff format. The first series will be BO3 matches, while the second series, semifinals, 3rd place match, and finals will be BO5 matches.

The first, second, and third place teams in each group of the Global Finals Group Stage will be divided into three pools in sequence. The referees will conduct a draw to place them in designated positions, ensuring that the three teams in each division do not come from the same Group Stage group.



## 9.2. Match Advantage

The team placed second in the Group Stage will have map selection priority in certain rounds of the first series of the playoff. The team placed first in the Group Stage will have map selection priority in certain rounds of the second series of the playoff. In the semifinals and finals, map selection priority will be decided by drawing lots or other means.

## 10. Ban & Pick Rules

### 10.1. Substitution, Map Selection, and Faction Selection Rules

#### 1) Substitution Rules

Round 1 must be played by the team's starting lineup.

Substitution can be made starting from Round 2.

2) Map Ban & Pick Rules:

- a) The first and second halves of a round are played on the same map.
- b) Match Maps: Arms Factory, the Red Church, Sacred Heart Hospital, Lakeside Village, Moonlit 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/BO3 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 B picks a faction

f) BO5 Overtime Tiebreaker

- ① Both teams may perform player substitutions
- ② Team B picks a map
- ③ Team A picks a faction

**10.2. Character Ban & Pick, Talent Selection, and Position Selection Rules**

1) The character Ban & Pick, talent selection, and position selection process consists 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. In 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. In 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 from use.
- 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 select Talents.
- j) Hunter Pick Phase: Hunter picks one Hunter character. In 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 picks 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 (Number 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 3 Overtime	2	2	2	1	1	1	1	1
Round 4	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 repick bans for characters during the first and second halves 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 four fixed Survivor ban slots. In Round 1, Survivors have no Hunter ban slots. In Round 2, they have one Hunter ban slot. In Round 3 and any Round 3 Overtime, they have two 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.

**11. Scoring Rules**

**11.1. Tournament Scoring Rules**

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

Scoring Rules		Points	
		Survivors	Hunter
<b>Escapes</b>	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 halves. 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.

## 12. Victory and Defeat Rules

- 1) In BO3 matches, a match ends if a team wins the first two rounds. Otherwise, the match will continue.
- 2) In BO5 matches, a match ends if a team wins the first three rounds, wins three rounds and draws one round, or wins two rounds and draws two rounds in the first four rounds. Otherwise, the match will continue.
- 3) In the Playoff stage, 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 for BO3 matches are as follows:

- I . When a team has one win, one draw, 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.

Early victory conditions for BO5 matches are as follows:

- I . When a team has two wins, one draw, 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 more than 15 points after the first half of Round 4.
- III . When a team has two wins, one draw, one loss, and a lead of more than 5 points after the first half of Round 5.
- IV . When a team has one win, three draws, and a lead of more than 5 points after the first half of Round 5.
- V . When a team has one win, two draws, one loss, and earns 5 points in 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, provided the other team has no escapees during its Survivor round. Otherwise: 1) If both teams have at least one escapee, the team with a shorter round time when playing as Survivors wins the match. 2) If both teams have no escapees, 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.

## **5. Tournament Rules**

### **13. Game Version & Server**

#### **13.1. 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 any change to it without official approval is not allowed.

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

#### **13.2. 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.

### **14. Tournament Venue and Devices**

#### **14.1. Tournament Venue**

Players must compete in the official designated venue provided by the Organizer and arrive at the venue on the specified date to conduct tournament environment testing. If players are unable to compete at the official venue due to force majeure or external causes, they must submit a written application to the Organizer in advance. Only upon receiving written consent from the Organizer, may they participate online in a competition environment that meets the official requirements and strictly adhere to the online

competition rules.

If players are unable to compete at the official venue or if the competition environment does not meet official requirements, the Organizer has the right to disqualify the players. If this results in the players' team not meeting the minimum participation requirements, the Organizer has the right to deem the team as having forfeited.

Players are responsible for all aspects of the online competition environment (including but not limited to tournament devices, internet connection). Should any issues arise, players bear full responsibility and cannot request postponement or suspension of the competition due to environmental issues.

#### **14.2. Tournament Devices**

Players are not allowed to bring their own devices or any auxiliary equipment (including but not limited to Bluetooth earphones) without permission. All matches must be conducted using the official devices provided by the Organizer. The devices include:

- (1) Mobile phone (iPhone 17) and data cable.
- (2) Headsets, earphones, or microphones.
- (3) Desks and chairs, cooling equipment, anti-slip devices, hand chalk, and other

items.

#### **14.3. Replacement Devices**

Should a technical issue or any other issue arise, which may affect a player's ability to participate and compete in the tournament, the player or the Organizer has the right to request a technical inspection. The Organizer's technical personnel will inspect and determine any faults, and relay their inspection results and suggestions to the Organizer. The Organizer will assess any issues with the affected devices and has the right to decide whether or not to replace the devices. Contestants must cooperate with the official technical staff and/or referees to adjust or replace equipment under their guidance. They are not allowed to make any adjustments or replacements without permission. Replacement devices will be provided by the Organizer.

#### **14.4. Voice Chat**

Players can only chat via the internal chat system utilized by the headsets provided by the Organizer. Players are forbidden from using any third-party voice chat software unless the Organizer decides to change the voice chat system due to special circumstances. The Organizer retains the right to monitor team voice chats during all matches.

#### **14.5. Audio Settings**

The controller will display the current volume setting of each player's headset. The

Organizer requires players to keep the volume higher than the stipulated minimum setting.

Players must wear the headsets directly over their ears, and keep them in the same position throughout each match. Players are not allowed to place anything between the headset and their ears.

During the competition, players must wear, adjust and remove the headphones under the guidance of the referee. They are not allowed to operate the headphones by themselves. Any negative impact caused by the players' self-operation of the headphones shall be borne by the players themselves.

## **15. Dress Code & Accessories**

Players shall strictly abide by the dress code provided by the Organizer. Players shall wear official uniforms approved by the Organizer on official occasions, including interviews held before, during, and after the tournament. If the player wears an outer garment or any clothing that does not conform to the dress code, the Organizer reserves the right to investigate the matter and to apply a penalty. The Organizer shall have the final say on all team uniforms, including but not limited to, the retrieval of team uniforms.

During the offline competition, when contestants are on stage or wearing team uniforms for event-related photoshoots, they are not allowed to wear necklaces, earrings, bracelets or other accessories. Necessary accessories (such as hair clips, arm warmers, etc.) must be plain black without any patterns. If contestants wear potentially risky accessories during the event, the organizing committee reserves the right to require them to remove them and make disciplinary decisions.

Players are not allowed to wear masks on stage or when participating in official photoshoots during offline matches. If there are special reasons for wearing a mask, players must provide relevant proof to the Organizer in advance and pass the official review.

Coaches shall strictly abide by the dress code provided by the Organizer, and must wear business casual attire or more formal attire during broadcasts.

## **16. Tournament Procedure**

### **16.1. Before the Tournament**

#### **16.1.1. Arriving at the Tournament Venue**

Team members on the roster must arrive at the venue within the officially stipulated timeframe, and teams are obliged to cooperate with the Organizer on promotional events.

### **16.1.2. Pre-Tournament Testing**

Once players arrive at the venue, the Organizer will make arrangements for the players to enter the competition area and complete a pre-tournament test before the start of the match. The test includes but is not limited to device tests, communication equipment tests, and in-game testing.

### **16.1.3. Technical Support**

The Organizer will assist with the testing process and resolve problems encountered by players during pre-tournament testing.

### **16.1.4. 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 method as designated by the Organizer. 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 team itself cause empty or wrong selections, the match will still proceed as planned. The default selections for each phase are as follows:

<b>Phase</b>	<b>Default Selection</b>
Substitution	No substitutions
Map Ban	No maps banned
Map Pick	Random map
Faction Pick	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 or not the Ban & Pick phase should be restarted.

### **16.1.5. Preparation Time**

The Organizer will give players up to 2 minutes to prepare and ensure they are fully ready before the match starts. The Organizer will inform participating teams and players of the preparation time as part of the full match schedule. During the preparation time, players are prohibited from leaving the venue without the express permission of the referee and a member of the Organizer's staff. Preparations include the following:

- 1) Checking the quality of the devices provided by the Organizer.
- 2) Connecting and testing the devices.

- 3) Checking that the voice chat system functions properly.
- 4) Configuring Talents and Traits.
- 5) Changing the in-game settings.
- 6) Performing in-game warm-ups.

#### **16.1.6. Match Start Time**

Once players are ready, the match will start at the scheduled time. If any issue arises during the preparation period, the match may be delayed, but the Organizer has the right to assess the situation 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.

#### **16.1.7. Pre-Tournament Testing Confirmation**

There will be 1-2 minutes of preparation time before the start of the match, during which an official staff member will confirm with each player that they are ready.

#### **16.1.8. 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.

#### **16.1.9. 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.

### **16.2. Round Proceedings**

#### **16.2.1. 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.

#### **16.2.2. 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.

#### **16.2.3. Incorrect Picks**

If a team fails to complete its selections during the Ban & Pick period, or if players, coaches, or the team 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 or server failure, 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 or not the Ban & Pick phase of the current round should be restarted.

#### **16.2.4. 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.

#### **16.2.5. 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.

#### **16.2.6. 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.

#### **16.2.7. Banned Settings**

Players are forbidden from using "Escape" and "Just Deserts" during matches.

Settings - Social - Block Party Invites must be kept off, and Hide Talent Picks must be kept off during the match.

Settings - Game - Enable Synesthesia Mode must be kept off, and Disable Snowball in Combat must be kept on.

#### **16.2.8. 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.

### **16.3. Post-Round Proceedings**

#### **16.3.1. Result**

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

#### **16.3.2. Technical Records**

Players can report any technical issues to the Organizer.

### **16.3.3. Rest Time**

The Organizer will inform the players of the time remaining until the next round. The Ban & Pick phase will start at the scheduled time, whether or not all members of a competing team are present in the competition area. The Organizer reserves the right to decide if any player should be allowed to log in and enter the game room. If a player does not arrive at the competition area within the specified time, the Organizer reserves the right to deem their team to have forfeited.

#### **16.3.1. 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.

### **16.4. Post-Match Proceedings**

#### **16.4.1. Result**

The Organizer will verify and record the results of each match, and confirm the results with the players.

#### **16.4.2. Next Match**

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

#### **16.4.3. 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.

#### **16.4.4. Contested Match Results**

If a dispute arises while the match is ongoing, the team's staff 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 at 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 into 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 shall object to the results or publicly question the Organizer's decisions.

Send appeals to: [COA\\_Committee@service.netease.com](mailto:COA_Committee@service.netease.com)

## **17. Pause Rules**

### **17.1. 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 while wearing the official headset. Any other commands will not 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 Organizer. If players submit an appeal after the match has ended, the Organizer may not be able to review the appeal as requested.

### **17.2. Forced Pauses**

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

### **17.3. 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 reserves 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.

### **17.4. 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 whether the game should be paused.

#### **17.5. 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.

### **18. Rematch Rules**

#### **18.1. Match Rewind Regulations**

In the event of an unexpected incident during a match that significantly compromises competitive integrity, the Organizer reserves the right to initiate the match rewind process. This may include, but is not limited to, restoring the in-game progress to a previous point in the current match and forcibly relocating in-game characters to designated positions. The decision to initiate or forgo a match rewind, along with the specific point to which the game will be restored, shall be determined by the Organizer based on the actual circumstances. Teams are required to cooperate with the rewind process as arranged. In the event that a match cannot be rewound due to unforeseen circumstances, teams are required to cooperate with the Organizer to proceed with either match continuation or rematch procedures as arranged.

During the match rewind process, the competition area shall remain in a paused state. Players must follow the referee's instructions and wait until the rewind is complete. No interaction with the tournament devices is permitted unless explicitly directed by the referee. During the match rewind process, players must remain in the designated area assigned by the Organizer. Interaction with individuals not involved in the match—except official staff—is strictly prohibited, and players are not permitted to communicate with one another.

#### **18.2. 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 or not 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.

#### **18.3. 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.

## **19.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.

## **20.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 Organizer has 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 Organizer has the right to adjust the schedule due to a team's withdrawal, 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.

## **21.Referee**

### **21.1. 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) Checking team lineups before the match.
- 2) Checking player devices and inspecting the competition area.
- 3) Announcing the start of the match.
- 4) Overseeing pauses and resumptions of the match.
- 5) Penalizing violations of the tournament rules.
- 6) Confirming the end of the match and the match results.

### **21.2. Referee Behavior**

Referees are expected to behave professionally and make fair judgments at all times. 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.

### **21.3. Final Rulings**

If a team doubts any ruling, they may appeal according to Article 16.4.4 hereof. The Organizer reserves the right of final decision upon all rulings made during the tournament.

### **21.4. 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 BanPick 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.

## **6. Competition Organizing Committee**

### **22.Composition**

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

### **23.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.

#### **24. 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 final result of the match will be decided by the Organizer.

#### **25. 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.

#### **26. Right of Final Decision**

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