SEA TOUR

2018 Season

Official Rules

Introduction and Purpose

These official rules of the Southeast Asia League of Legends Tour (the "SEA Tour") apply to each of the Teams who have qualified to play in the SEA TOUR in 2018. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official SEA Tour play and not to other competitions, tournaments or organized play of League of Legends.

SEA Tour Officials ("League"), has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends and a competitive balance among the Teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules impacts Competitive Region in Southeast Asia("SEA") which includes Singapore, Malaysia, Indonesia, Philippines, Thailand.

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

1. Eligibility Requirements

To be eligible to compete in the SEA Tour, each Player must satisfy all of the following:

1.1 Player Age

No Player shall be considered eligible to participate in any SEA Tour Match before having lived 17 full years. This shall not prevent Teams from registering players who have lived 16 full years in a SEA Tour Event qualifier, granted that they will have lived 17 full years before the commencement of the first SEA Tour Match in any region.

For players under eighteen (18) years of age, their parents or legal guardian will be required to execute an affidavit of eligibility and release form to allow their child/ward to travel to and play in the Tournament.

1.2 Residency

1.2.1 Minimum Residency Requirement

At least three out of the five Players on the Starting Line-up of a Team are required to be Residents of the country which the team is representing in the SEA Competitive Region.

All Teams are required to maintain at least four Residents of the country which the team is representing across their "Active Roster".

1.2.2 Resident Defined

In order to be deemed a Resident a Player must qualify under two possible scenarios:

1.2.2.1 Provisional Non-Residents:

A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the application tournament.

1.2.2.2 New Non-Residents:

A New Non-Resident is a Player who was not on the Active Roster of a Team in the Professional or Semi-Professional League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 2016. After that date, a Player will be considered a New Non-Resident and unable to obtain residency only by staying within the region for 8 out of the last 12 Splits. A New Non-Resident Player must obtain lawful permanent resident status in the region the Player participates in.

A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Active or Substitute Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of Regular Season Matches of their Team within that region in its most recent Event.

1.2.3 Certification of Residency

All players can be asked to certify their residency upon participation in SEA Tour by submitting an eligibility form, and providing proof of residency as defined in Rules 1.2.3 and 1.2.4. For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and SEA Tour shall not be responsible for the disclosure of any personal information. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region. A violation of this Rule 1.2 by a team or a player shall also be deemed a violation of Rule 9.2, and the disciplinary measures in Rules 9.5 and 9.6 shall apply.

1.2.4 Proof of Residency

Any player may prove residency by the provision of documentary evidence sufficient to demonstrate actual residence in the region in which he or she wishes to play. Such documentary evidence may be in the form of one or more examples of:

> i. **Government Issued Documentation**. A player may prove residency by providing copies of a government benefits records distributed over time, military or draft registration papers or other government-issued records or identification that demonstrate residency.

> ii. **Private Documentation**. A player may prove residency by providing copies of school records, deeds, leases, homeowners association documents, utility bills (such as gas, water, electricity, cable, or telephone, provided that all show levels of use consistent with actual residency), bank records and statements, tax returns, insurance documents, medical records and employment records.

1.2.5 Residency of Minors.

Players who are below eighteen years of age may prove residency by either:

> i. **School Records**. A player may prove residency by providing proof of full-time attendance at school in the region, including by providing copies of report cards, enrollment documentation, or attendance records certified by school officials; or

> ii. **Parents' Records.** A player may prove residency by (i) providing documentary evidence of the parent-child relationship, such as a birth certificate that lists the names of parents, and (ii) proof that one parent lives in the region, which may be demonstrated by provision of Version 2.01; documentary evidence sufficient to prove residency as specified in Rule 1.2.3, above.

1.2.6 Losing Residency

For purposes of this Rule 1.2, a player who is considered a Resident for a region will no longer be deemed to be a "Resident" of that region if such player has been primarily present in another region for 24 months.

1.2.7 Valid passport for travel

All participants in SEA tour should have valid passport during the duration of the event.

1.3 No Garena Employees

Team Owners and Team employees may not be employees of GARENA ONLINE PRIVATE LIMITED. ("Garena") or any of their respective affiliates. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, the named **Garena** entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Ownership

2.1 Ownership Restrictions

2.1.1 Multiple Team Ownership Restriction

An Organization may only own one Team in SEA Tour.

In order to preserve the integrity of official SEA Tour play, the Team Managers, or affiliates thereof, shall not have an interest in more than one Professional Esports Team participating in a Professional Esports League, as defined below:

An "Interest" in or with a Professional Esports Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such Professional Esports Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such Professional Esports Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such Professional Esports Team or its assets.

If an Owner or affiliate of an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the SEA Tour Officials.

2.1.2 Team Manager/Member Restrictions

Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a Professional Esports Team, with another Team Manager (a "Common Undertaking") that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant ,or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to the SEA Tour Officials of such ownership in a Common Undertaking five business days in advance of such investment.

No Team Manager/Member of a Team who played in the SEA Tour may purchase or otherwise attempt to own/control another Team in the SEA Tour without a complete SEA Tour Event having taken place since their last point of participation in the SEA Tour.

2.1.3. Changes in Ownership

Changes in ownership and sponsors with naming rights may only occur between Events.

2.2 Recognition of Ownership

SEA Tour shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the SEA Tour. Any person that petitions for ownership into the SEA Tour can be denied admission at the sole discretion of SEA Tour. Team Owners agree that they will not contest any final determination of the SEA Tour Officials in connection therewith.

2.3. Professional Status

A Team and its members are considered professional while participating in SEA Tour from the National Main Qualifiers onwards which includes but not limited to Mid-Season Invitational and League of Legends World Championship, until the team is eliminated or the SEA Tour Event ends and the team has not yet secured a slot in any of the aforementioned international events. Players who have participated in any SEA Tour event shall be subject to professional disciplinary standards set forth by the SEA Tour Penalty Index until the competitive year ends.

3. Rosters

3.1 Roster Continuity

Each SEA Tour Team is required to maintain at least six Players in the "Active Roster" during the entirety of each SEA Tour Event or until the team is eliminated. Teams who have advanced to the main qualifiers of their respective regions are additionally required to maintain a "Head Coach" or "Team Manager". The Head Coach or Team Manager may not play a Match as a Player.

3.1.1 "Active Roster" and Team Participation Agreement

The "Active Roster" for a SEA Tour Event constitutes 5 "Starters", between 1-5 "Reserves" and a "Head Coach" and/or "Team Manager".

Teams who have reached the "Main Qualifiers" of their respective country will be required to submit a "Team Participation Agreement" which will validate the "Active Roster" specific to the SEA Tour Event. The "Team Participation Agreement" will also recognise the Team Ownership.

3.2. SEA Tour Open Qualifiers and Main Qualifiers Roster

A team will be allowed to register a maximum of ten players in the qualifiers. All teams must identify the 5 "Starters" and 1 "Reserve" who will be the default Playoff Roster (Section 3.3) unless otherwise communicated within Roster Modification provisions (Section 3.4).

3.3 SEA Tour Playoffs Roster

A Team will be allowed a Roster of six Players as their Playoffs Roster. Additionally, a Team is required to maintain a Seventh Player if the Team's Starting Line-up is comprised of three Residents and two Non-Residents and the Team's Substitute is a Non-Resident. This Seventh Player cannot be moved to the Starting Line-up unless another Player becomes unable to play. If a Player is replaced by the Seventh Player that Player will be ineligible to play for the rest of Play-Offs.

3.4 Roster Modification

3.4.1 Changes to "Active Roster"

Team managers may request to make changes to their "Active Roster" within an authorized time period before the qualifiers which will be determined by local SEA Tour officials.

Changes to the "Active Roster" after commencement of the qualifiers will only be authorized under extenuating circumstances determined by SEA Tour.

All roster modifications are subject to approval by SEA Tour and must continue to fulfil all eligibility requirements.

If a request is submitted too late for SEA Tour to make reasonable arrangements for a new Player's travel to a Match, SEA Tour may, at their discretion, hold the Team responsible for the incremental costs of the Player's travel, regardless of any other rules to the contrary.

3.4.2 Changes to Starting Line-up

Requests to modify the Starting Line-up for a Team's Match on any SEA Tour Playoffs day must not be submitted any later than 2 hours prior to the start of that broadcast day.

3.4.3 Announcement of Roster Changes

Teams are restricted from announcing any Roster changes for the SEA Tour Event needing SEA Tour Officials approval as final until they have been approved. However, announcements can state that the Roster change is under review from the SEA Tour Officials.

3.5 Roster Requirements Waiver

In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of SEA Tour.

3.6 Substitutions

A Team may substitute a Player between Games of a Match. The Team must notify a SEA Tour Official and have the substitution approved, no later than 4 minutes after the explosion of the Nexus in the previous Game.

In the event of an emergency, a Team will be given up to two hours to find an immediate Substitute from their Qualifiers "Active Roster" for a Game. If a replacement cannot be found, the Team will forfeit. SEA Tour Officials will determine if an event qualifies as an emergency.

Player substitutions have to result in Teams having eligible Rosters.

3.7 Head Coach

The Head Coach is required to be on-site for every Game that the Team participates in. The Head Coach can only represent one Team. The Head Coach cannot be affiliated with more than one Organization in any capacity. If the Head Coach is unable to make a Game, the Team Manager may be assigned to act as the interim coach to be on-site instead.

3.8 Summoner Names

Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

Teams will be permitted a team tag of 2-3 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.

All team tags, team names and Summoner Names must be approved by SEA Tour Officials in advance of use in play. Name changes must be approved by SEA Tour Officials prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 72 hours in advance of the first Game of the Event. SEA Tour Officials reserve the right to deny a team name if it does not reflect the professional standards sought by SEA Tour and the Team will be required to change their name.

4. Finance and Sponsorships

4.1 Prize Money

By default, any SEA Tour Event prize money will be released to the designated "Team Owner" or "Team Representative" designated in the Team Participation Agreement. The "Team Owner" or "Team Representative" is responsible for disbursing the prize money that has been received on behalf of the team members within 2 months of receipt from SEA Tour. SEA Tour reserves the right to withhold the full amount of the prize money if teams are in violation of any part of this ruleset or do not conduct themselves with professionalism and sportsmanship.

Teams may also request for the prize money to be separately distributed among the owner/members according to specific percentages indicated in the Team Participation Agreement.

4.2 Sponsors

4.2.1 Team Name Sponsor Integration Policy

Teams cannot have multiple brand names in their team name unless they comply with these baseline naming restrictions set forth below. SEA Tour Officials reserve the right to determine what is the Primary Brand and what is the Secondary Brand.

4.2.1.1 Brand

A name used to identify a company, organization, team, or mascot.
- Example: Coca-Cola, SK Telecom, Fnatic, TSM, HyperX, ASUS, Marines, Greenwings, Falcons, Hawks

4.2.1.2 Primary Brand

This is the team brand that will always be present upon reference to the team. Typically this should be associated with the name an owner has chosen for the organization that has signed a team participation agreement with SEA Tour, or the name of a sponsor who has purchased naming rights from the organization.
- Examples:
  - Owner chosen name: Fnatic, SK Telecom, INTZ, Flash Wolves, TSM
  - Sponsor with naming rights: Team Coca-Cola, Coca-Cola, Team Amazon, Amazon, Team Apple, Apple

4.2.1.3 Secondary Brand

This is a secondary part of the team name and will only be present when the Full Team Name is used. Typically this should be associated with a sponsor who has not purchased naming rights.
- Examples
  - Sponsor without naming rights: Coca-Cola, Amazon, Apple, Kinguin, HyperX
    - Note that a sponsor can either choose to pay for primary team naming rights, **or** choose to just be an integrated sponsor. This affects where they show up on a broadcast.
  - Mascots: Ducks, Eagles, Bears, Apples

4.2.1.4 Full Team Name

The full formal name of the team, includes both the Primary Brand and Secondary Brand.
- Examples (Order: [Primary Brand] [Secondary Brand])
  - SK Telecom Coca-Cola, Flash Wolves Amazon, INTZ Apple
- Examples (Order: [Secondary Brand] [Primary Brand)
  - Team Apple Amazon, Snapdragon TSM, Coca-Cola Flash Wolves

4.2.1.5 Name syntax

Separators are not allowed in team names

4.2.1.6 Name changes

Primary and Secondary Brand Name Changes are not allowed once the Team Participation Agreement has been signed and submitted and will remain in effect if the team qualifies for the subsequent international event (i.e. Worlds Championship).

Teams may be allowed to drop their Secondary Brand from their Full Team Name at the approval of SEA Tour Officials.

4.2.1.7 Tricodes

Only the primary brand can be included in the tricode.

4.2.1.8 Team Logo

Teams are allowed to represent the Primary Brand in the team logo. Team logo changes in the midst of an ongoing SEA Tour event are subject to approval from SEA Tour Officials.

Depending on SEA Tour results and subsequent international performance, team logos may eventually enter the game permanently as icons. If a team chooses to integrate a sponsor's logo into the game, they must sign an agreement licensing Riot to use their brand in perpetuity.

4.2.1.9 Usage in International Events Broadcasts

SEA Tour will make reasonable efforts to display Secondary Brand names alongside Primary Brand names on any broadcast graphics where the full team name is included, including:
- Schedule graphics
- Lower-thirds for interviews
- Champion select

The Secondary Brand will not be incorporated into the in-game overlay. Casters will also not be obligated to say the full name of a team. Editorial teams will not be obligated to use the full name of the team in written or visual media.

Full names (sponsor + team) will be permitted at international events as long as they are in accordance with the aforementioned requirements.

4.2.2 Sponsorship Acquisitions

A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable Team Participation Agreement. The Team Manager is obligated to notify SEA Tour Officials of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Limited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the SEA TOUR or any other Riot or Garena-affiliated event.

The following is a nonexclusive list of limited sponsors:
- Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.
- Non-"over-the-counter" drugs
- Account sharing/skin selling websites
- Firearms, handguns, or ammunition providers
- Websites displaying or related to pornographic imagery or products
- Tobacco products

4.2.3 Sponsorship Restrictions

Team Managers may only sell or manage sponsorships or brand elements for the Team which they are affiliated with. Team Owners may not provide any ownership interest in the Team or any brand elements thereof to any third-party person or entity who engages in the business of selling or managing of SEA TOUR Teams.

Any person or entity who engages in the sale or management of sponsorships for multiple Teams may not hold a controlling interest in any Team for a period of no less than two years following the last Event during which they represented multiple Teams.

SEA TOUR Teams are prohibited from sponsoring another Team, Team Manager or Team Member in a Professional Esports League.

4.2.4 Sponsorship Naming Rights

No person or entity may hold the naming rights to more than one Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the SEA Tour in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

5. SEA Tour Structure

5.1 Qualification to Global Events

Events in the SEA Tour will each have a stake in the qualification process leading up to a concluding regional event for the Season, known as SEA Tour Spring Championship and SEA Tour Summer Championship, which determines the SEA representative for succeeding international events not limited to:

- League of Legends Mid-Season Invitational
- League of Legends Rift Rivals
- League of Legends World Championship
- League of Legends All-Star Event

5.2 SEA Tour Tournament Format

Each SEA Tour Event will comprise of 3 stages:

- **Local Open Qualifiers.** All teams will be able to begin their qualification campaign for the SEA Tour Playoffs at this stage. Top local teams from each region may be seeded directly into the National Main Qualifiers and do not have to participate in the Open Qualifiers.

- **National Main Qualifiers.** Top local teams and winners from local open qualifiers will play at this stage to determine the nation's representative(s) in the SEA Tour Playoffs.

- **SEA Tour Playoffs**. The main event playoffs with representatives from all participating SEA regions.

5.3 SEA Tour Playoffs

5.3.1. SEA Tour Playoffs Teams

In any standard SEA Tour Playoffs, there should be at least one representative from each of the Southeast Asia region (Singapore, Malaysia, Thailand, Philippines and Indonesia), that qualifies through the National Main Qualifiers. For example, in an eight team tournament, a minimum of one slot will be reserved for each of the five regions' National Mail Qualifiers, while the remaining three slots may be decided separately for each SEA Tour event such as additional allocation to the National Main Qualifiers or through direct invitation.

5.4 SEA Tour National Main Qualifier

A National Main Qualifier will be held in each participating region to determine their representative(s) for the SEA Tour Playoffs.

5.4.1 National Main Qualifier Teams

Unless otherwise decided by local SEA Tour Officials, 8 teams will compete in the National Main Qualifiers. 4 of these slots may be reserved for invitation of teams with the best performance based on the recent open or professional level tournaments. The remaining participants will qualify from the SEA Tour Open Qualifiers.

5.4.2 National Main Qualifier Format

The standard National Main Qualifiers format across all regions will be Double Elimination. All matches will be best of 3, except the matches which eventually determines the region's representative.

5.4.3 Team Participation and Eligibility

SEA Tour shall have the right to make final and binding determinations regarding each team's eligibility to participate in the tournament in accordance with the SEA Tour Official Rules. Teams and players competing in the National Main Qualifier are to submit the completed Team Participation Agreement within the deadline provided by SEA Tour officials prior to the start of any National Main Qualifier match.

5.5 SEA Tour Open Qualifiers

SEA Tour Open Qualifiers will be held in each participating region for all interested and eligible teams.

5.5.1 Open Qualifiers Teams

The Open Qualifier is open to all teams that fulfil all player eligibility and roster requirements as detailed in this SEA Tour Official Rules. Head Coach and Team Management staff are optional at the Open Qualifiers but will be mandatory if the team advances to the National Main Qualifier.

SEA Tour shall have the right to make final determinations regarding the eligibility of each team at any point of the tournament.

5.5.2 Open Qualifiers Format

The Open Qualifiers format will be decided by the local SEA Tour Officials.

5.6 Tiebreaker Formats

5.6.1 Strength of Victory Score

When called for, SEA Tour Officials shall calculate a Team's "Strength of Victory Score".

At the end of any Group Stage, the Teams shall be ranked from 1 through the last place in the groups based upon match winning percentage, where the highest winning percentage is ranked as 1, and each team is ranked in descending order of match winning percentage. In situations where exactly two teams have the same match winning percentage, if one Team has won more than 50% of the matches between those two tied Teams, that Team shall be considered the higher rank.

When no Team in a two Team tie has won more than 50% of the matches between the those two tied Teams, or in all situations where more than two Teams are tied, the tied teams shall each be counted at the highest possible position.

Where Teams are tied and assigned the same rank, the position of the next team in descending match winning percentage order shall be calculated by adding one to the number of teams with a higher match winning percentage than the team being assigned a position. For example, if two teams are tied with a match winning percentage of 83.3% (.833) and are 1-1 against each other in head-to-head match play, they would each be considered as the 1st place team for the purpose of this calculation. The next team(s) in descending order would be considered the 3rd place team for the purpose of this calculation.

Once the above order is determined, a victory against a team is worth a set amount of points as set forth in the table below. To calculate a Team's Strength of Victory, the number of match wins against each Team is multiplied by that Team's strength modifier, with the resulting products added together.

Standing	Multiplier
1st	4
2nd	3
3rd	2
4th	1

5.6.2 Total Game Victory Time

When called for, the SEA Tour Officials will calculate the "Total Game Victory Time", which shall be considered the total amount of time it took a team to win their games against all other teams in the tiebreaker. In any situation where the Total Game Victory Time between tied teams is identical, the Total Game Victory Time shall be substituted by the total amount of game time it took a team to win all of their games in the applicable Split.

5.6.3 Two-way tie

If two Teams have the same match winning percentage, the first tie-breaker is head-to-head records. If one Team has won more than 50% of the matches between the two teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two Teams have identical head-to-head records (as defined as each team winning 50% of matches between the two Teams), then said teams will play one tiebreaker game to determine the final standings.

Side selection for a head-to-head tiebreaker matchup under will be awarded to the team with the higher Strength of Victory Score. To the extent that the two teams have identical Strength of Victory Scores, the team with the lower Total Game Victory shall be awarded side selection. If the tied teams have identical Total Game Victory Times for all match wins during the Split, side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker game. The team winning the coin toss will need to provide their side selection to SEA Tour Officials immediately upon winning the coin toss.

5.6.4 Three-way tie

If three Teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. Three way ties are rectified by applying each of the following rules in succession (i.e. if the first rule resolves the tie, no further rules are applied).

- If a single team owns a winning record (defined as winning more than 50% of the games) against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the remaining teams utilizing the two-way tie procedure set forth in Rule 6.4.2.
- If a single team owns a losing record (defined as losing more than 50% of the games) against all other teams in the tiebreaker, they are automatically granted the lowest seed available in the tiebreaker (therefore losing the tiebreaker), and a new tiebreaker is declared amongst the remaining teams utilizing the two-way tie procedure set forth in Rule 6.4.2.
- If no single team owns a winning or losing record against all other teams, two games must be played. The teams with the two lowest Strength of Victory Scores will play one tiebreaker game. The loser of that game will awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the highest Strength of Victory Score. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

If any or all of the Teams have the same Strength of Victory Score, then Total Game Victory Time shall be calculated for each team. The two teams with the highest Total Game Victory Times (i.e. the two teams that took the longest amount of game time to win their games) will play one tiebreaker game. The loser of that game will awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the lowest Total Game Victory Time (i.e. the team that won its games in the shortest amount of game time). The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing. If the tied teams have identical Total Game Victory Times for all match wins during the Split, the participants in the first elimination game will be determined by a coin flip between teams with identical Total Game Victory Times to be conducted immediately preceding the tie-breaker game.

Side selection for any game under the three-way tiebreaker belongs to the team with the higher Strength of Victory Score. If the Strength of Victory Scores are identical, side selection belongs to the team with the lower Total Game Victory Time against other teams in the tiebreaker. If the tied teams have identical Total Game Victory Times for all match wins during the Split, side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker game. The team winning the coin toss will need to provide their side selection to SEA Tour Officials immediately upon winning the coin toss.

5.6.5 Ties Involving More Than Three Teams

The teams will be placed into a single elimination bracket (as described below) where teams play best of one matches throughout the tiebreaker.

The side selection for all games in tiebreakers involving more than three teams will be awarded to the Team with the higher Strength of Victory Score. To the extent two or more teams have the same Strength of Victory Score, the team with the lower Total Game Victory shall be awarded side selection. If the tied teams have identical Total Game Victory Times for all match wins during the Group Stage, seeding and side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker game. The team winning the coin toss will need to provide their side selection to SEA Tour Officials immediately upon winning the coin toss.

Four-way tie: The four teams will be randomly drawn into two first round matches (Game 1 and Game 2); the winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.

5.7 Side Selection

For each match the higher seed will have side selection for odd-numbered games and the lower seed will have side selection for even-numbered games. In any situation where where a higher seed cannot be determined, side selection may be determined by method of coin toss.

5.7.1 Double Round Robin Side Selection

For any double round robin Group Stage, teams will be award the higher seed against their opponent once, with the opponent assuming the higher seed in the second iteration of round robin matches.

5.7.2 Playoffs Side Selection

For any Playoffs match, the higher seed will be determined by group stage performance, including tie-breaker criteria.

5.7.3 Submission of Side Selection

For the first Game of a Match all Teams are required to submit their side selection two hours before the start of the broadcast day of the respective Match. If no decision is submitted, selection will default to blue side.

For all other Games of a Match the Teams must notify a SEA Tour Official of their side selection no later than 4 minutes after the explosion of the Nexus in the previous Game. If no decision is submitted, selection will default to blue side.

5.8 Summer 2018 SEA TOUR Event(s)

5.8.1 Globe Conquerors Manila

Globe Conquerors Manila will be the only SEA Tour Event for the Summer 2018 SEA Tour Season and is the tournament that advances the SEA region representative to the World Championships 2018 Play-Ins.

5.8.1.1 Globe Conquerors Manila Teams

Each SEA region (SG, MY, TH, PH, ID) will advance their top local team from the National Main Qualifiers. By virtue of performance in the Garena Premier League Spring 2018 Season, the 2nd seeds from the National Main Qualifiers of Thailand, Malaysia and Philippines will also advance to the Conquerors Manila Playoffs.

5.8.1.2 Globe Conquerors Manila Group Stage and Seeding

Teams will be drawn into 2 groups (Group A and Group B) of 4 teams each to compete in a Double Round Robin, Best of 1 format. Grouping Restrictions: (1) If a country has 2 seeds in Globe Conquerors Manila, they may not be placed in the same Group. (2) The top seeds from Thailand and Malaysia may not be placed in the same Group.

5.8.1.3 Globe Conquerors Manila Playoffs Format

The top 2 teams emerging from the groups will advance and play in a Single Elimination, Best of 5 bracket. Group A winner will play the 2nd placed team from Group B and Group B winner will play the 2nd placed team from Group A. The winners of these Best of 5 series will subsequently compete for the championship. A non-mandatory 3rd/4th Placing match may be played as well depending on the requirements for each SEA Tour Event.

5.8.1.4 Globe Conquerors Manila Dates

The tournament will take place on the 11th-19th of August.

5.8.1.5 Conquerors Manila Prize Money

Placement	Prize Money (Total USD 250,000)
1st	USD 100,000
2nd	USD 50,000
3rd	USD 25,000
4th	USD 25,000
5th-6th	USD 15,000
7th-8th	USD 10,000

5.8.1.6 Conquerors Manila National Main Qualifiers Seeding

Thailand: The top 2 teams from the Thailand Pro League 2018 Spring Season will be seeded directly into the National Main Qualifiers. The 3rd-6th placed teams from the Thailand Pro League 2018 Spring Season will compete in an invitational tournament prior to the start of Open Qualifiers, where the top 2 teams from the tournament will be seeded directly into the National Main Qualifiers.

Philippines: The top 2 teams from the Pro Gaming Series 2018 Spring Season will be seeded directly into the National Main Qualifiers. The 3rd-6th placed teams from the Pro Gaming Series 2018 Spring Season will compete in an invitational tournament prior to the start of Open Qualifiers, where the top 2 teams from the tournament will be seeded directly into the National Main Qualifiers.

Indonesia: The top 4 teams from the League of Legends Garuda Series 2018 Spring Season will be seeded directly into the National Main Qualifiers.

Singapore: The top 4 teams from the Singapore Legends Series 2018 Spring Season will be seeded directly into the National Main Qualifiers.

Malaysia: The top 4 teams from the League of Legends Championship Malaysia 2018 Spring Season will be seeded directly into the National Main Qualifiers.

6. Player Equipment

6.1 Non-Live Matches

For all non-live matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to, computers, keyboards, mice, and voice programs.

Players will also need to account for their own DDOS and other computer protection. Upon request, SEA Tour Officials can help to identify means by which players may protect their computers, but exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player.

For the avoidance of doubt, all regulations in Section 6 (except for 6.1) only apply to live matches, where the teams are physically present in the Official Venues designed by SEA Tour Officials.

6.2 SEA Tour Provided Equipment

For live matches, SEA Tour Officials will provide, and SEA Tour players will exclusively use, equipment in the following categories:

i.   PC & Monitor
ii.   Table and Chair

At the request of an SEA Tour player, SEA Tour Officials will provide the following categories of equipment for use in offline matches.

i.   PC Keyboards
ii.   PC Mice
iii.   Mousepads
iv.   Headsets and Microphones

All SEA Tour provided equipment shall be chosen, selected and determined at the sole discretion of SEA Tour.

6.3 Player-Owned or Team-Owned Equipment

During live matches, Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams:

i.   PC Keyboards
ii.   PC Mice and cord holders
iii.   Mousepads
iv.   Earbuds

Unapproved equipment or equipment that is suspected by the SEA Tour officials of providing an unfair competitive advantage will not be permitted for use. If the Player's equipment is designated as unapproved, then the Player will be required to use SEA Tour provided equipment instead.
At their discretion, SEA Tour Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness. No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Garena, Riot Games, or League of Legends.

6.4 Replacement of Equipment

If equipment or technical problems are suspected by SEA Tour Officials at any time, a player or SEA Tour official may request a technical review of the situation. The venue technician will diagnose and troubleshoot

problems, as needed. Technicians may request that SEA Tour Officials order replacement of any equipment, at their discretion. In the event that venue technicians are unavailable, the Tournament Official will step in to diagnose and troubleshoot problems as needed. Decisions regarding the replacement of any equipment are solely at the discretion of SEA Tour. If a player wishes to use personal replacement equipment, the player must use equipment which has been pre-approved by SEA Tour Officials, otherwise they will be provided replacement equipment by the SEA Tour Officials.

6.5 Player Apparel

Players must wear official Team uniforms during all on-site Matches and pre-/post-match interviews.

All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from SEA Tour. Attire which does not comply with the guidelines provided below may be subject to ad-hoc adjustments before being allowed on stage or broadcast.

6.5.1 Team Jerseys

Jerseys may have a collar, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of SEA Tour on a case-by-case basis.

The chest and stomach of a jersey (collectively referred to as the "body") can have up to 2 sponsor logos, and must also include the team's logo as a third logo.

The team logo must be large enough to be easily visible on broadcast.

Teams may choose how team and sponsor logos are distributed across the body.

Special exceptions to this rule so long as the team's branding is clearly visible on the body of the jersey somewhere, and there are no more than 3 logos (including the team's) on the body.

The player's summoner name must be displayed on the upper back of the jersey.

No SEA Tour, Garena or Riot Games logos may be used on jerseys without prior approval of SEA Tour.

6.5.2 Team Jackets

Team jackets may be worn in the Match Area, but must be removed from the Match Area by a Team Member prior to the start of Champion Select. No other apparel may be worn over the jersey on stage. All Team apparel must have the same design.

6.5.3 Player Apparel Restrictions

All decisions in regard to apparel are at the sole discretion of the SEA Tour. Objectionable or offensive examples below are listed for illustrative purposes only:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, SEA Tour considers unethical
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition
- Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics
- Advertising any pornographic website or pornographic products

- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject SEA Tour or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libeling any opposing Team or Player or any other person, entity or product.

Players may wear long-sleeved shirts of cotton or athletic material as under-jerseys. Under-jerseys must be either team colors or a neutral and may feature team and/or sponsor logos. Designs must be submitted to the SEA Tour for approval.

Hats and Hoodies are not allowed.

A Player may not cover their face or attempt to conceal his or her identity from SEA Tour Officials. SEA Tour Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or SEA Tour Officials.

SEA Tour reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.

6.5.2 Head Coach Attire

The Head Coach must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team-branded apparel.

6.6 Computer Programs & Usage

Players are prohibited from installing their own programs on SEA Tour provided computers and must use only the programs provided by SEA Tour. If a player wishes to install a program onto the computers he must first seek permission from a SEA Tour Official.

6.6.1 Voice Chat

Voice chat will be provided only via the team chat software installed in SEA Tour Computer. SEA Tour Officials may monitor a team's audio at the discretion of SEA Tour.

4.6.2 Social Media and Communication.

It is prohibited to use SEA Tour computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

4.6.3 Non-Essential Equipment.

It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to SEA Tour computers, for any reason.

6.7 Client Accounts

Players may have SEA Tour tournament accounts provided for them by SEA Officials upon qualification for streamed matches. It is the Players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the Player's official tournament handle, as approved by SEA Tour. Teams that make into the SEA Tour Playoffs keep their SEA Tour account access until the end of the tournament. The access of the account will be removed if a team has been eliminated.

6.8 Audio Controls

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

6.9 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a SEA Tour official.

7. Match Process

7.1 General Venue Access for Live Matches

Access to the restricted areas of offline venues for official tournament matches is restricted to Team Members only, unless otherwise approved, in advance, by the SEA Tour Officials.

Spectators are not allowed to access these restricted areas unless specifically requested for and approved in advance by the SEA Tour Officials. Permission to grant access is solely at the discretion of the SEA Tour Officials.

7.1.1 Match Area

The "match area" is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.

The head coach or interim coach may be in the match area during the match prep process and ban/pick process, but must leave after the pick/ban phase and may not return until after the end of the match, after being signalled by SEA Tour Officials.

7.1.2 Wireless Devices

Wireless devices, including mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. SEA Tour Officials will collect such devices in the Match Area and return them at the end of the Match.

7.1.3 Player Order

Players must sit in the order in which they will join the game-lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.

7.1.4 Food and Drinks

No food is allowed in the Match Area. Drinks are permitted in SEA Tour-provided re-sealable containers.

7.1.5 Warm-up Area

The warm-up area may contain SEA Tour-provided PCs for Players to practice on before their Matches. The warm-up area is reserved for Teams only and access will be provided at the SEA Tour Officials' discretion.

7.2 Patch

Matches during the 2018 Season will be played on the respective patch available on the Live or Competitive Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of SEA Tour:

7.2.1 Competitive Patch Version

The competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a game-week or a Playoffs round has started.

7.2.2 Champion Restrictions

Champions which have not been available on the live server for more than one week will be automatically restricted. A Champion will not be made available if a game-week has started. Champions that have undergone reworks will be enabled at the sole discretion of SEA Tour. Champions or Champion-reworks released on the Patch utilized during Playoffs will be restricted, even if that Patch is also utilized during the Qualifiers.

7.3 Setup Time for Live Matches

Players will have a designated time frame prior to their Match to ensure they are properly prepared. SEA Tour Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. SEA Tour Officials may change the schedule at any time. Setup Time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site SEA Tour Official or Referee and accompaniment by another SEA Tour Official or Referee. Setup is comprises of the following:

- Ensuring the quality of all SEA Tour-provided equipment
- Connecting and calibrating peripherals
- Ensuring proper function of the voice chat system
- Setting up rune pages
- Adjusting in-game settings
- Limited in-game warm-up

7.3.1 Technical Failures

If a Player encounters any technical or equipment issues during Setup Time, the Player must notify a SEA Tour Official immediately. SEA Tour appointed technicians and officials will be available to assist during Setup Time and to troubleshoot any problems encountered.

7.3.2 Timeliness of Match Start

It is expected that Players will resolve any issues during Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of SEA Tour Officials. Penalties for tardiness may be assessed at the discretion of the SEA Tour.

7.3.3 Player Ready State

No fewer than five minutes before the Match is scheduled to begin, a SEA Tour Official will confirm with each Player that their setup is complete.

7.3.4 Game Lobby Creation

SEA Tour Officials will decide how the official game-lobby will be created. Players will be directed by SEA Tour Officials to join a game-lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, ADC, Support.

7.4 Pick-&-Ban Phase

Once all ten Players have reported to the official game-lobby, a SEA Tour Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, a SEA Tour Official will instruct the game-lobby owner to start the Game. The Head Coach will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Head Coach will exit the stage to a designated position once the countdown timer has reached five seconds during the Trading Phase.

The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of SEA Tour Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.

7.4.1 Game Settings
- Map: Summoner's Rift
- Team Size: 5
- Allow Spectators: Lobby Only
- Game Type: Tournament Draft

7.4.2 Manual Draft

SEA Tour Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.

7.4.3 Pick & Ban Restrictions

Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of SEA Tour.

7.4.4 Drafting Procedure

Draft mode proceeds in a snake draft as follows:
Blue Team = A; Red Team = B
Bans: ABABAB
Picks: ABBAAB
Bans: BABA
Picks: BAAB

7.4.5 Champion Selection Error

If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a SEA Tour Official before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a SEA Tour Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

7.5 Game Start

A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a SEA Tour Official. At this point, SEA Tour Officials will remove any printed materials from the Match Area for live

matches, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

7.5.1. Game Start Errors

If there is an error in Game Start or an SEA Tour Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of SEA Tour. All Players will select Champions in accordance with the valid completed Champion selections.

If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

7.5.2 Game of Record

Once a Game has reached Game of Record status it is considered official and restarts may only be permitted under limited conditions as defined by SEA Tour. Examples of conditions which establish Game of Record include:

1. Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
2. Line-of-sight is established between Players on opposing Teams. Setting foot, establishing vision or targeting skill-shot ability in opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
3. Game timer reaches two minutes (02:00).

7.6 Pause during Live Matches

If a Player intentionally disconnects without notifying a SEA Tour Official or pausing, the SEA Tour Official is not required to enforce a pause. During any pause Players may not leave the Match Area unless authorized by a SEA Tour Official.

7.6.1 Directed Pause

SEA Tour Officials may order or execute a pause of a Game at the sole discretion of the SEA Tour Officials.

7.6.2 Player Pause

Players may only pause a Game immediately following any of the events described below, but must notify a SEA Tour Official immediately and identify the reason:

*   Unintentional Disconnect
*   Hardware or software malfunction
*   Physical interference

Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a SEA Tour Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the SEA Tour Official, but not to exceed a few minutes. If the SEA Tour Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a SEA Tour Official determines that the Game is subject to an Awarded Game Victory at the SEA Tour's discretion.

7.6.3 Resuming the Game

Players are not permitted to resume the Game after a pause. After clearance from a SEA Tour Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.

7.6.4 Unauthorized Pause/Resume

If a Player pauses or un-pauses a Game without permission from a SEA Tour Official, it will be considered unfair play and penalties will be applied at the discretion of the SEA Tour.

7.6.5 Player Communication between Pauses

For the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

7.7 Restart

All decisions in regard to a Game restart are at the sole discretion of SEA Tour. Any examples below are listed for illustrative purposes only.

7.7.1 Restarts before Game of Record:

1. If a Player notices that the Player's Runes or GUI settings have not applied correctly due to a bug between the game-lobby and Game, the Player can pause the Game to adjust these settings.
2. If the settings cannot be correctly adjusted, then the Game may be restarted.
3. If a SEA Tour Official determines that technical difficulties will not allow for the Game to resume as normal.

7.7.2 Restarts after Game of Record:

1. If a Game experiences a critical bug at any point during which significantly alters game stats or gameplay mechanics.
2. If a SEA Tour Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

7.7.3 Conditions for Restart

Certain circumstances must be met before a restart may occur: SEA Tour Officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player's ability to compete in the Game. The determination of whether the bug has damaged a Player's ability to compete is at the sole discretion of the SEA Tour Officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player error. The spectator must then be able to replay the instance in question and verify the bug.

If a Player believes they have experienced a critical bug, the Player must pause the Game and alert a SEA Tour Official or referee immediately. If a Player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

7.7.4 Restart Protocol

If SEA Tour Officials determine that the bug is critical and verifiable and that the Player(s) followed the pause protocol, then all critically disadvantaged Teams will be presented with the option of initiating the restart protocol.

If at least one Team accepts, the restart protocol will be initiated, which includes the utilization of the Deterministic Disaster Recovery Tool to attempt to recover the Game for live matches and a potential restart if the recovery attempt fails.

If the Deterministic Disaster Recovery Tool is able to recover the Game, then a point prior to the bug will be selected by the SEA Tour Officials. The SEA Tour Officials will attempt to find an appropriate "dead ball" state prior to the bug occurring. A "dead ball" state is a point in the Game when neither Team is heavily engaged on each other, although some minor engagement may still constitute a "dead ball" state. If SEA Tour Officials determine an appropriate "dead ball" state does not exist, Players may still be placed back to a recovered spot prior to the bug occurring.

If the Deterministic Disaster Recovery Tool is not able to recover the Game, then the Game will immediately be restarted. If the restart occurred due to a Champion bug, settings no longer will be retained (including Picks and Bans) regardless of Game of Record status and the Champion will be made ineligible for at least the remainder of the day's Matches unless the bug can be conclusively tied to a specific Gameplay Element which can be fully removed (i.e. a Skin which can be disabled).

7.7.5 Restart under Controlled Environment

Certain conditions may be preserved in the event of a restart of a Game that has not reached Game of Record status, including, without limitation: Picks and Bans or Summoner Spells. If, however, a Match has reached Game of Record status then SEA Tour Officials shall not retain any settings.

7.7.6 Player Settings

All Players shall verify they have finalized their intended game settings (including runes, controls, and GUI settings) before Game of Record status is established. Any error in verification is not grounds for a restart after Game of Record status is established.

7.7.7 Awarded Game Victory

In the event of a restart, SEA Tour may instead award a Game victory to a Team, if a Game has been played for more than 20 minutes on the game-clock and SEA Tour Officials, at their sole discretion, determine that a Team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty:

- Gold Differential - The difference in Gold between Teams is more than 33%.
- Turret Differential - The difference in remaining Turrets between Teams is greater than seven.
- Inhibitor Differential - The difference in standing Inhibitors between Teams is three.
- Remaining Nexus Turret Differential - The difference in the number of remaining nexus turrets between the teams is two.
- Respawning Player Differential - The difference in live player characters between the teams is at least four (4), with the remaining death timers on all dead players being at least forty (40) seconds or higher.
- Straight Up GG. At the time of technical difficulty, there is no scenario that in the opinion of SEA Tour Officials, could result in anything other than the victory of one team (e.g. at 45 minutes one team is aced and the ADC and jungler on the opposing team have a minion wave and are running into the opposing base).

7.8 Post-Game Process

7.8.1 Results

SEA Tour Officials will confirm and record the Game's result.

7.8.2 Technical Notes

Players will inform SEA Tour Officials of any technical issues.

7.8.3 Preparation for Next Game

Referees may log into Player Accounts to join the game-lobby.

7.8.4 Break Time

SEA Tour Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present in the Match Area. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present in the Match Area when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.

7.8.5 Post-Match Obligations

After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

7.9 Scheduling

SEA Tour may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification, SEA Tour will notify all Teams at the earliest convenience.

Players participating in a SEA Tour event must arrive on-site no later than the time specified by the SEA Tour Officials.

7.10 Referees

7.10.1 Responsibilities of Referees

Referees may be appointed to oversee the SEA Tour Matches, including the following:

- Checking the Team's Starting Line-up before a Match
- Checking and monitoring Player peripherals and Match Areas
- Announcing the beginning of a Game
- Ordering pause/resume during a Game
- Issuing penalties in response to rule violations during the Match
- Confirming the end of the Match and its results

At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Head Coach or other individual.

7.10.2 Finality of Judgement

If a Referee makes an incorrect judgment, the judgment can be subject to reversal. SEA Tour Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, SEA Tour Officials reserve the right to potentially invalidate the Referee's decision. SEA Tour Officials will always maintain final say in all decisions set forth throughout SEA Tour.

8. Chronobreak

8.1 Definitions

8.1.1 Chronobreak

The Deterministic Disaster Recovery Tool.

8.1.2 Bug

An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

8.1.3 Minor Bug

A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

8.1.4 Play Through Bug

A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

This category also includes bugs provided under the "inform designation" - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no Chronobreak or remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus Chronobreak and remakes are not available for these bugs, which must be played through.

8.1.5 Unintentional Hardware Failure

The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of SEA Tour Officials.

8.1.6 Critical Bug

A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of SEA Tour Officials.

8.1.7 Verifiable Bug

A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.

9.1.8 Terminal Situation

A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of SEA Tour Officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

9.1.9 "Dead-Ball" State

A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

8.1.10 Cost

Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base summoner spell or item (i.e. without cooldown reductions from masteries or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of SEA Tour Officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

8.1.11 Prompt Reporting

Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert SEA Tour Officials as to the bug. These methods are:
   ● Pausing the game through the /pause command;
   ● Asking a teammate to pause over audible voice communications;
   ● Requesting that a referee pause the game.
For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused , the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, SEA Tour Officials may determine that it was not practical to pause the game until the engagement ended.

8.2 Chronobreak Availability and Use

If a game experiences a bug at any point during the match, SEA Tour Officials must first determine whether the player followed the pause protocol. If the game was timely paused, SEA Tour Officials must next determine whether the bug is a verifiable bug. If it is a verifiable bug, SEA Tour Officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

8.3 Minor Bug

If the bug is a minor bug and is not a play through bug, SEA Tour Officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of using Chronobreak to revert to that dead-ball state. If there is a cost associated with the minor bug, Chronobreak is not available and players should be instructed to play through the bug.

In the case of a minor bug with no cost, SEA Tour Officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug. If Chronobreak cannot restore the game or reverting the game to an earlier state will not fix or avoid the bug, or in the case of any play through bug, Chronobreak shall not be used and the players will be instructed to play through the bug.

If SEA Tour Officials determine to the use of Chronobreak is appropriate, SEA Tour Officials shall determine whether either or both teams were significantly disadvantaged by the minor bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

If any significantly disadvantaged team requests a Chronobreak, SEA Tour Officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of SEA Tour Officials.

8.4 Critical Bug

In the case of a critical bug (where such critical bug is not a play through bug), SEA Tour Officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.

If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a Terminal Situation.

In the case of a critical bug, SEA Tour Officials will determine whether either or both teams were significantly disadvantaged by the critical bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If any significantly disadvantaged team requests a Chronobreak, SEA Tour Officials will attempt to find an appropriate dead-ball state prior to the bug occurring. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of SEA Tour Officials.

8.5 Terminal Situation

In the case of a Terminal Situation, SEA Tour Officials shall follow the restart procedure in Section 7.7.

8.6 SEA Tour Discretion

SEA Tour Officials may utilize Chronobreak at any time or restart any game if SEA Tour Officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of SEA Tour. This power is not constrained by the lack of any specific language in this document.

9. Online Matches

9.1. Player Ready State

All Players will be expected to be ready to join the game-lobby at the time specified by SEA Tour Officials. Readiness includes, but is not limited to, all five Players on the Starting Line-up having completed client patching, configuration of in-game settings, and completed Rune Pages.

9.2. Rolling Schedule

Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to three hours in advance of their estimated time, or as otherwise directed by SEA Tour Officials.

9.3. Lateness Penalties

Teams may be punished by SEA Tour Officials for failing to adhere to the timing given.

9.4. Pause Allowance

Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a Match. Pausing beyond allowance-time will be considered unfair play and penalties will be applied at the discretion of SEA Tour Officials.

9.5. No 4v5 Play

Teams are required to field a full Team of five Players to start a Match. If a Player disconnects during a Game, a Team may continue play after the pause-allowance is exhausted to attempt to complete the Game.

9.6. Player Responsibility

All Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with Player equipment is not an acceptable reason for lateness or pausing beyond a Team's allowance, regardless of the root cause of the problem.

9.7 Game Lobby Settings

Only five Players per Team are allowed in the game-lobby. No additional spectators are permitted for any reason.

9.8. No Live Streaming

Players are not permitted to stream their Games publicly or privately on any platform or service.

10. Code of Conduct

10.1 Competition Conduct

10.1.1 Unfair Play

The following actions will be considered unfair play and will be subject to penalties at the discretion of SEA Tour Officials.

10.1.1.1 Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

10.1.1.2 Competitive Integrity.

Teams are expected to play at their best at all times within any SEA Tour game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

10.1.1.3 Hacking.

Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

10.1.1.4 Exploiting.

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of SEA Tour Officials, is not functioning as intended.

10.1.1.5 Spectator Monitors.

Looking at or attempting to look at spectator monitors.

10.1.1.6 Ringing.

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

10.1.1.7 Cheating Device.

The use of any kind of cheating device or programs.

10.1.1.8 Intentional Disconnection.

An intentional disconnection without a proper and explicitly-stated reason (e.g. rage quit).

10.1.1.9 SEA Tour Discretion.

Any other further act, failure to act, or behavior which, in the sole judgment of SEA Tour Officials, violates these Rules and/or the standards of integrity established by SEA Tour for competitive game play.

10.1.2 Profanity and Hate Speech.

A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by SEA Tour or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

10.1.3 Disruptive Behavior / Insults.

A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

10.1.4 Abusive Behavior.

Abuse of SEA Tour Officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

10.1.5 Studio Interference.

No Team Member may touch or otherwise interfere with lights, cameras, or other studio equipment. Team Members may not stand on chairs, tables, or other studio equipment. Team Members must follow all instructions of SEA Tour studio personnel.

10.1.6 Unauthorized Communications.

All mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

10.2 Unprofessional Behavior

10.2.1. Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

10.2.2 Harassment

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

10.2.3 Sexual Harassment

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

10.2.4 Discrimination and Denigration

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

10.2.5 Statements Regarding SEA Tour, Garena, and League of Legends

Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of SEA Tour, Garena or its affiliates, or League of Legends, as determined in the sole and absolute discretion of SEA Tour.

10.2.6 Tribunal Punishment

If a Team Member is found guilty and punished by the Tribunal, SEA Tour Officials may assign an additional competition penalty at their sole discretion.

10.2.7 Releasing Information Without Approval.

Teams can be asked to submit paperwork for approval or visibility throughout the SEA Tour season. This paperwork is necessary for maintaining expectations throughout the SEA Tour Event. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

10.2.8 Player Behavior Investigation

If SEA Tour or Garena determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, SEA Tour Officials may assign penalties at their sole discretion. If a SEA Tour Official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a SEA Tour official creating obstruction of the investigation, then the Team is subject to punishment.

10.2.9 Criminal Activity

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

10.2.10 Moral Turpitude

A Team Member may not engage in any activity which is deemed by the SEA Tour to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

10.2.11 Confidentiality

A Team Member may not disclose any confidential information provided by SEA Tour or any affiliate of Garena, by any method of communication, including all social media channels.

10.2.12 Bribery

No Team Member may offer any gift or reward to a player, coach, manager, SEA Tour Official, Garena employee, or person connected with or employed by another SEA Tour team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

10.2.13 No Poaching or Tampering

No Team Member or Affiliate of a team may encourage any such Team Member to breach or otherwise terminate a contract with said SEA Tour team for the duration of the SEA Tour Event. Violations of this rule shall be subject to penalties, at the discretion of SEA Tour Officials. To inquire about the status and potential future acquisition of a Team Member from another team, managers must contact the management of the team that the player is currently contracted with. The inquiring team must provide visibility to SEA Tour Officials.

10.2.14 Gifts

No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

10.2.15 Non-Compliance

No Team Member may refuse or fail to apply the instructions or decisions of SEA Tour Officials.

10.2.16 Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

10.2.17 Document or Miscellaneous Requests.

Documentation or other reasonable items may be required at various times throughout the SEA Tour as requested by SEA Tour Officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the SEA Tour.

10.2.18 Association with Gambling

No Team Member or SEA Tour Official may take part, either directly or indirectly, in betting or gambling on any results of any SEA Tour game, match or tournament.

10.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that SEA Tour believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of SEA Tour.

10.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the SEA Tour may, without limitation of its authority under Section 9.4, issue the following penalties found in the SEA Tour Penalty Index which includes, but is not limited to:

10.5.1 Verbal Warnings(s).

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

10.5.3 Loss of Ban for Current or Future Game(s)

10.5.4 Fine(s) and/or Prize Forfeiture(s)

10.5.5 Game Forfeiture(s).

10.5.6 Match Forfeiture(s).

10.5.7 Suspension(s).

10.5.8 Disqualification(s).

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in SEA Tour. It should be noted that penalties may not always be imposed in a successive manner. SEA Tour, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by SEA Tour.

Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place. Infractions will be governed by the SEA Tour Penalty Index and/or the Global Penalty Index for major infractions

10.6 Right to Publish

SEA Tour shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against SEA Tour, Garena, Riot Games and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

11. Additional Provisions

11.1 Finality of decisions

All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the SEA Tour and penalties for misconduct, lie solely with SEA Tour, the decisions of which are final. If a dispute relates solely and exclusively to a ruling by SEA Tour regarding a violation of the rules by a Team Manager or Team Member and the SEA Tour's ruling results in prize money fine, Team Manager or Team Member suspension, then the Team Owner shall have the option to arbitrate the dispute in an arbitration administered pursuant to the arbitration procedures set forth in the Team Participation Agreement. Any determination as to whether a dispute qualifies for the expedited arbitration procedure is at the sole discretion of SEA Tour.

11.2 Right of modification

These rules may be amended, modified or supplemented by the SEA Tour, in order to ensure fair play and the integrity of official SEA Tour play.

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