



**ASIA ESPORTS CHAMPIONSHIP**

**亞洲電子競技公開賽**

**2023《亞洲電子競技公開賽》英雄聯盟召喚峽谷賽事規章**

**2023 Asia Esports Championship**

**League of Legends Summoner's Rift Rules**

## 一、賽制說明

2023《亞洲電子競技公開賽》將啟用全新的賽制規則以及擴大參賽資格。為講求公平以及更好的參賽體驗，將在名額上作出詳盡的劃分。同時，也將開放東南亞賽區，讓來自不同國家和地區的選手有機會參與比賽。

在過往的六大分區「藍尾烈鵲」、「翡翠狂蛙區」、「白銀神鱒區」、「捲甲地龍區」、「重嘯冬鹿區」和「磐石嘯虎區」中，參賽玩家的隊伍將被隨機的分配至各個分區中，進行角逐爭奪該區冠軍。

而在 2023《亞洲電子競技公開賽》中，「翡翠狂蛙區」將延續去年賽制被標記為特等賽區，此賽區的賽程將不同於過往一周一區的賽程，該區賽程將橫跨八周，預選賽從第一周與「藍尾烈鵲」同期間進行。

隊內成員曾在近兩年(2022及2023)登錄過任一級聯賽之選手大於等於 2 名以上、登錄《第六屆 LSC 英雄聯盟校園聯賽》例行賽之選手大於等於 3 名以上；兩資格相加大於等於3名之隊伍，都將在分類中自動進入「翡翠狂蛙區」中。「翡翠狂蛙區」此特等賽區中，較高的競爭力同時也擁有較高的獎金分配，未符合該條件之玩家隊伍亦可在報名頁面上選填是否自願加入。

並且在今年的《亞洲電子競技公開賽》將引入一項重要的改變，即擴大參賽資格。「白銀神鱒區」將被提名作為國際賽區，開放泰國、馬來西亞、菲律賓和新加坡的選手參與。為了確保競爭環境的公平性，該區的選手將指定使用比賽伺服器完成比賽。我們希望能夠吸引來自不同地區的選手參與，從而提升《亞洲電子競技公開賽》的競爭廣度。

「白銀神鱒區」僅開放給隊伍內成員為泰國、馬來西亞、菲律賓和新加坡的隊伍，隊伍成員皆須居住於上述國家且無法順利使用「台港澳伺服器」。(隊伍組合主辦單位有權視情況對其提出居住證明審核。)

「藍尾烈鵲區」、「白銀神鱒區」、「捲甲地龍區」、「重嘯冬鹿區」和「磐石嘯虎區」每區共計 64 隊，「翡翠狂蛙區」為 32 隊，名額有限，將採先到先得。

賽制方面「藍尾烈鵲區」、「白銀神鱒區」、「捲甲地龍區」、「重嘯冬鹿區」和「磐石嘯虎區」都同樣沿用單淘汰賽遴選出該區冠軍隊。「翡翠狂蛙區」則會四強開始進入雙循環淘汰賽，遴選出的最終兩支隊伍，與其他五區冠軍隊伍進入小組賽，小組賽階段採用單循環積分賽，根據各區之戰績，取前六名決定總決賽對戰順序，以及總決賽線下賽、定裝照等資格。

### 1.1 賽事時程

2023《亞洲電子競技公開賽》英雄聯盟項目分為「預選賽」和「總決賽」，賽事期間如下：

● 藍尾烈鵠區預選賽#1: 2023/06/30 – 2023/07/05

藍尾烈鵠區			
日期	表定時間	賽程	形式
6月30日(五)	18:00	64強賽	線上賽 不轉播
7月1日(六)	18:00	32強賽	
7月2日(日)	18:00	16強賽	
7月3日(一)	18:00	八強賽	線上賽 轉播
7月4日(二)	18:00	四強賽	
7月5日(三)	18:00	決賽	

● 白銀神鱒區(東南亞賽區)預選賽#2: 2023/07/07 – 2023/07/12

白銀神鱒區(東南亞賽區)			
日期	表定時間	賽程	形式
7月7日(五)	18:00	64強賽	線上賽 不轉播
7月8日(六)	18:00	32強賽	
7月9日(日)	18:00	16強賽	
7月10日(一)	18:00	八強賽	線上賽 轉播
7月11日(二)	18:00	四強賽	
7月12日(三)	18:00	決賽	

● 捲甲地龍區預選賽#3: 2023/07/14 – 2023/07/19

捲甲地龍區			
日期	表定時間	賽程	形式
7月14日(五)	18:00	64強賽	線上賽 不轉播
7月15日(六)	18:00	32強賽	
7月16日(日)	18:00	16強賽	
7月17日(一)	18:00	八強賽	線上賽 轉播
7月18日(二)	18:00	四強賽	
7月19日(三)	18:00	決賽	

● 重嘯冬鹿區預選賽#4: 2023/07/21 – 2023/07/26

重嘯冬鹿區			
日期	表定時間	賽程	形式
7月21日(五)	18:00	64強賽	線上賽 不轉播
7月22日(六)	18:00	32強賽	
7月23日(日)	18:00	16強賽	

7月24日(一)	18:00	八強賽	線上賽 轉播
7月25日(二)	18:00	四強賽	
7月26日(三)	18:00	決賽	

● 磐石嘯虎區預選賽#5: 2023/07/28 – 2023/08/02

磐石嘯虎區			
日期	表定時間	賽程	形式
7月28日(五)	18:00	64強賽	線上賽 不轉播
7月29日(六)	18:00	32強賽	
7月30日(日)	18:00	16強賽	
7月31日(一)	18:00	八強賽	線上賽 轉播
8月1日(二)	18:00	四強賽	
8月2日(三)	18:00	決賽	

● 翡翠狂蛙區(特等賽區)預選賽#6: 2023/07/06 – 2023/08/09

翡翠狂蛙區(特等賽區)			
日期	表定時間	賽程	形式
7月6日(四)	18:00	32強賽	線上賽 不轉播
7月13日(四)	18:00	16強賽	
7月20日(四)	18:00	第一組八強賽	線上賽 轉播
7月27日(四)	18:00	第二組八強賽	
8月7日至9日	18:00	四強積分循環賽	

● 小組賽: 2023/08/14 – 2023/08/23

小組賽及總決賽			
日期	表定時間	賽程	形式
8月14日(一)	18:00	小組賽D1	線上賽 轉播
8月15日(二)	18:00	小組賽D2	
8月16日(三)	18:00	小組賽D3	
8月21日(一)	18:00	小組賽D4	
8月22日(二)	18:00	小組賽D5	
8月23日(三)	18:00	小組賽D6	

● 總決賽: 2023/09/01 – 2023/09/03

總決賽			
日期	表定時間	賽程	形式
9月1日(五)	待定	總決賽D1	線下實體賽
9月3日(日)	待定	總決賽D2	

## 二、報名規範

## 2.1 通則

**報名流程:**本屆賽事將與 Gameet 平台合作, 每位選手須先至該網站註冊會員通過驗證後組成隊伍, 由隊長統一進行報名作業。

**報名所需資料:**隊伍名稱、選手個人姓名、遊戲 ID 及遊戲 ID 截圖、召喚師名稱、身份證正反面照片(護照照片)、聯絡電話與電子信箱。請確實登錄填寫, 以免因資料未確實登錄影響隊伍及個人參賽權益。

2.1.1 隊伍名稱僅限使用英文字母、數字 0~9 或中文字, 且不得有任何粗俗或猥褻的字眼, 或任何容易造成混淆與困擾之字詞。

2.1.2 選手不得有跨隊報名、參賽之情況, 若經裁判發現同隊員分屬不同隊伍之狀況, 將直接取消該名選手入選、參賽、得獎、晉級資格及一切相關權益。

2.1.3 於「預選賽」中獲得冠軍之隊伍若無法參加或配合後續賽事時, 視同該隊伍放棄資格, 並且由該區域其他隊伍依排名次序遞補。

2.1.4 選手個人帳號最少須擁有 20 隻英雄, 每組參賽隊伍選手數最少 5 名, 最多 7 名(含兩名候補)。

2.1.5 請各隊伍於報名前務必自行審閱與確認【報名資料】與【RIOT 帳號會員資料】是否相符; 總決賽現場將審核參賽選手、報名參賽帳號、身分證明文件。選手提交之上述三項資料須符實, 以免因資料不符而影響隊伍及個人參賽權益。

2.1.6 報名成員皆須完成 Gameet 平台註冊與認證, 若其中成員未完成手續導致隊伍權益損失將視同放棄參賽資格。非自願進入「翡翠狂蛙區」或是尚不符合特殊規範之隊伍, 都將由官方隨機分配賽區。

※ 如因報名資料填寫有誤或欲更換成員, 則須於報名期間內至 Gameet 平台修改, 若有系統問題皆可聯繫賽事主辦單位; 係因隊伍名額有限, 如欲參賽之隊伍, 速請完成登錄報名, 以免向隅。

※ 為求比賽公平, 選手在報名截止後嚴禁任意更改召喚師名稱, 無法改回者將判為失格。(遇 RIOT 認證之賽事要求者例外)

2.1.7 如經查核有冒用資料、惡意卡位、未詳盡填寫、同一資料報名多隊、蓄意擾亂等影響報名登錄之情形, 該隊伍直接取消參賽資格。

2.1.8 於「預選賽」中獲得冠軍後即成為區域代表隊之隊員, 將須參與後續的總決賽線上或線下賽事, 故報名時需考慮到自身未來在時間、地區、交通的各方面因素。

2.1.9 請各位選手務必詳閱賽事官網的各項資訊與注意事項, 以確保隊伍及個人的權益。

2.1.10 本單位將依據報名者於賽事活動網頁所登錄的資料進行通知，各選手須留意手機來電、信件及 Gameet 平台通知，同時請隨時關注相關賽事公告、賽程表之通知訊息，以確保隊伍及個人的權益。

## 2.2 參賽資格

2.2.1 參加本次比賽之所有選手均須年滿 15 歲(含)以上。

2.2.2 自報名起，受 2023 PCS 夏季職業聯賽登錄(包含曾經登錄)選手、教練、分析師與戰隊管理職，不得參加(包含協助對戰 B/P、指揮等輔助行為)。曾受 2023 PCS 春季登錄之選手同採「翡翠狂蛙區」分區資格，凡掛名職業二隊或青訓隊則皆須進入該區。

## 2.3 選手國籍與證件需求。

2.3.1 報名選手需擁有國籍與居住證明相關資料。

2.3.2 新加坡、泰國、馬來西亞和菲律賓以上國籍之選手所組成的隊伍都將自動分入「白銀神鱒區(東南亞賽區)」。

2.3.3 線下比賽進行時，選手皆需攜帶可證明個人身分之證件、文件(正本)以供官方或裁判進行選手身分認證，無法配合者即視同放棄報名、參賽、領獎、晉級資格及一切相關權益，現場將審核參賽選手、報名參賽帳號、身分證明文件上述三項資料是否符實，選手須如實提交以免因資料不符而影響隊伍及個人參賽權益。

## 三、隊伍及選手規範

### 3.1 選手帳號

《亞洲電子競技公開賽》的所有參賽選手名下的帳號一律不得犯有以下任一狀況：

3.1.1 S12 賽季(2022 年 1 月 1 日)後因涉及帳號共用或買賣帳號凍結帳號者，不得參賽。

※ 即最終觸犯時間為 S11 賽季，並於 S12 賽季解禁者，若於 S12、S13 賽季中遭凍結者不得參加。

3.1.2 曾因使用非法程式凍結帳號者，不得參賽。

3.1.3 違反《召喚師公約》者。

3.1.4 曾在其餘英雄聯盟聯賽或比賽遭受禁賽處分者，將視情節嚴重程度裁定是否能參與本屆《亞洲電子競技公開賽》。

3.1.5 如在其餘 RIOT 旗下競技遊戲遭受禁賽處分者，不得參與本屆《亞洲電子競技公開賽》。

3.1.6 過往曾於「錯睿行銷」所舉辦之賽事有重大情節違規者皆不得參加。

※若經官方檢查發現有以上情形，官方有權取消其選手的比賽資格，此懲處規範溯及既往。

### 3.2 隊伍人數

隊伍人數需為 5 至 7 人(含候補、教練)，如選手因棄權或違規而遭到禁賽時，隊伍不得要求更換名單，如有重大事故等特殊情況發生時另由官方判定處理。

## 四、線上賽

### 4.1 比賽時間

對戰雙方若非配合轉播之組別可於自行約定對戰之時間，如雙方無共識則以主辦單位表定時間為主。轉播組別需配合官方指定時間，故報名時需考慮到自身未來在時間、地區、交通的各方面因素。

### 4.2 開房流程

建議選手於約定比賽時間前至少 10 分鐘進入對戰房間，以完成備戰準備，請藍方隊長開啟對戰房間後通知紅方隊長，或由紅方隊長主動聯繫亦可，若為轉播組別則會由主辦單位統一開啟並邀請選手進房。

#### 4.2.1 延誤比賽

若其中一方於對戰時遲到超過 10 分鐘則視同棄權(加入比賽房後拖延時間不進入遊戲亦同此項)，請選手截圖存證(包含系統時間)並立即通知主辦單位，由主辦單位宣布對手棄賽，如一方遲到後雙方仍同意繼續進行對戰則以結果論，不得有議。

#### 4.2.2 出賽資料不符

若遇參賽選手 ID 與報名資料不符之狀況，請先截圖存證並立即聯絡官方人員，交由主辦方進行裁決，如發現不符後雙方仍同意繼續進行對戰則以結果論，不得有議。

### 4.3 獲勝證明上傳

各區線上賽事請勝方隊長須於比賽當天 23:00 前將賽果(勝利截圖)傳至指定平台，官方在確認後寄送雙方對戰資訊至信箱，若未能在時間內傳送賽果將喪失比賽資格，賽程圖及相關資訊將於次日比賽前同步更新於 Gameet 平台。

※如雙方除正式賽外還有進行包含但不限於友誼賽、練習賽等任何形式的對戰，屆時若導致爭議則以對戰時間最早的獲勝截圖為準，不得有異議。

## 五、總決賽



《亞洲電子競技公開賽》之「總決賽」第二階段視情況而定，將以特定時程或線上對戰執行。

若於指定線下地點進行，相關實體賽資訊將於後續公布於網頁，晉級線下賽之隊伍需自行前往指定之比賽地點進行，故報名時需考慮到自身未來在時間、地區、交通的各方面因素。主辦方不負擔與此相關之費用延伸，包括車資、住宿等費用。

### 5.1 總決賽報到

總決賽報到時，均須出示身分證件核對資料，如資料亦不相符者，或因比賽當天無法到場或因隊伍出賽人數不足，其隊伍即視同無條件放棄參賽、晉級、領獎資格及一切相關權益。

5.1.1 所有報名隊伍需全程參與《亞洲電子競技公開賽》之賽事，如因個人因素導致無法出賽或放棄出賽，則不予派發任何現金、物品獎勵。

5.1.2 所有參賽隊伍需自行負擔參與線下賽之交通及食宿費用事宜，如因個人因素致無法出賽線下賽者，將不予派發任何獎金及物品獎勵，其名次或晉級資格將由同賽區次一名者遞補。

5.1.3 參加總決賽當日，所有選手們須於指定報到時間抵達指定比賽地點向工作人員完成報到程序。若因隊伍、個人超過報到時間報到，現場工作人員與裁判有權判定因遲到之隊伍棄權。

### 5.2 總決賽設備

請選手自行準備滑鼠、鍵盤、滑鼠墊設備，自備的設備不得包含但不限於連發、腳本、計時等違反賽事公平之功能，若無攜帶則需使用大會提供的基礎設備，不得有異。若需安裝設備的驅動程式，請於比賽開始前的至少 48 小時前來信【[help@carry.live](mailto:help@carry.live)】向主辦方申請，並清楚說明需安裝的檔案名稱及驅動的設備完整型號，經主辦方審核通過後即可安裝；比賽當天不得安裝任何輔助程式或遊戲資料夾檔案覆蓋等操作。

5.2.1. 若現場有任何特殊需求，須於比賽開始前 30 分鐘告知現場裁判，經判定後才可以安裝，若未於 30 分鐘前告知，則主辦方有權拒絕其需求。

### 5.3 現場問題反映

比賽期間有任何疑義需於當下與現場或是線上裁判反映，比賽結束或離開現場後一概不受理。

## 六、遊戲版本與比賽過程

### 6.1 比賽服說明



本次「白銀神鱒區(東南亞賽區)」將統一使用 RIOT「比賽伺服器」進行對戰，公布賽事入選之隊伍將會獲得登錄資料，務必於賽事開始前完成相關手續，若未完成導致比賽缺席視同放棄資格。

因應「比賽伺服器」的實裝，各區冠軍晉級至小組賽及總決賽也將全程使用「比賽伺服器」進行對戰。屆時將會寄發隊伍「比賽伺服器」相關資料，務必於賽事開始前完成相關手續，若未完成導致比賽缺席視同放棄資格。

同時「比賽伺服器」務必妥善保管切勿外流，並不得進行練習工具、自訂比賽對戰以外之對戰，如經檢舉並查核有上述情事，主辦單位將會依情節嚴重程度進行懲處。

根據隊伍所在區域，「比賽伺服器」相關條例將實行滾動式調整。所有的使用規範將在賽前發送至每位選手的個人信箱，以確保所有參賽者均清楚了解並遵守相關規定。

## 6.2 比賽版本

均採用「臺港澳」伺服器最新版本。

比賽期間內如遇英雄大型重製、新英雄則直接列入 Autoban 名單一週，雙方隊伍均不得禁用或選取該英雄，主辦單位得視狀況於賽事官網發布提前解禁公告。

## 6.3 比賽模式

採用「電競選角」模式。

## 6.4 比賽地圖

採用「召喚峽谷」地圖。

## 6.5 觀察者模式

進行無轉播場次之隊伍於開啟對戰房時需將觀察者模式設定為「只允許組隊房間內的成員」，比賽開始前請先確認觀察者席中為淨空，轉播場則由主辦單位統一開啟房間。

## 6.6 隊伍選邊權

線上賽 BO1 賽事藍、紅方分配將由主辦單位隨機抽籤決定，並附註在賽前寄出之「對戰通知書」內容中，請依照官方表定之藍、紅方站位，若比賽開始(進入B/P)前雙方站錯位且無人提出，則視為雙方同意位置調整，不得有議。

BO3 轉播賽事與總決賽 BO5 將以猜拳決定首盤選邊權。無轉播之八強 BO3 賽事則依對戰通知書內排定為主，接著雙方依序輪替選邊權，如進行至第三場將根據前兩場賽事之獲勝時間，由獲勝時間較快之隊伍獲得第三場之選邊權。

凡小組賽 BO1、循環賽 BO2 皆以官方排定為主，接著依序輪替。總決賽淘汰賽之賽事將由雙方隊長猜拳決定首盤選邊權，第一局比賽後的所有比賽中，前一局比賽的敗方將會進行選邊。

賽事進行期間，若未時限內做出答覆則將由賽事方代為決定。

## 6.7 比賽人數

所有隊伍在比賽開始時需派出該隊登錄名單內的 5 名選手始可進行遊戲，當人數不足 5 人時不得進入對戰，將以棄賽判定。

## 6.8 比賽勝負判定標準

摧毀敵方水晶主堡或迫使對方投降方獲勝。

6.8.1 若比賽經不可抗力問題導致雙方無法進行重賽且比賽無法繼續進行時，主辦單位將依據以下標準裁定該局勝負：

- a. 雙方隊伍金錢總量差異：雙方隊伍的金錢總量差距量超過 33%。
- b. 場上防禦塔數量差異：雙方在場上仍存在的防禦塔數量差距超過 7 座。
- c. 場上水晶兵營數量差異：雙方場上仍存在的水晶兵營數量差距超過 2 座。

## 6.9 檢錄與報到

各賽區進入八強階段以及隨後之賽事都將進行線上身分驗證，參賽選手須於賽前備妥視訊、音訊設備，並於官方指定語音頻道 Discord 進行檢錄與對戰。若未完成手續者將不得上場。

### 6.9.1 線上賽檢錄

線上賽期間之選手報到，官方人員與賽事裁判對隊伍選手提出身分驗證以外，另有權對於比賽場域提出檢查且選手必須配合。檢查項目包括但不限於任何直接或間接影響公平性的人員或設備物品，否則視為未完成報到檢錄手續不得上場。

## 七、斷線處理

### 7.1 斷線裁決

對戰階段中如產生選手斷線、設備狀況，選手可輸入 /pause 進行暫停，待同隊選手連回後轉告對方隊長，並由對方輸入 /resume 繼續遊戲，每隊暫停時間整場總計不可超過 15 分鐘，超過者不得再使用暫停指令，需讓遊戲持續進行。

### 7.2 重賽相關

若發生重大錯誤、遊戲比賽房崩潰、伺服器障礙及任何導致全體參賽成員遊戲崩壞而無法順利進行比賽等狀況時，經官方確認後該場比賽重新開啟並採用同樣的藍紅方位置、禁選角色與符文進行重賽；若為成員個人斷線問題，則比照上述第 1 點之斷線處理辦法。

伺服器狀態異常導致的雙方遊戲過程不穩定情況，若雙方在此情形下達成正式協議，則可在官方允許的時間範圍內進行重賽。

若有進行重賽之必要，雙方需維持原先出賽之選手、位置、B/P 選角、符文並重新開始比賽。

## 八、違規與禁止條例

### 8.1 禁止使用外掛

使用任何外掛程式(如開啟全地圖)故意製造斷線，或使用不符合比賽規則的遊戲設定或 Bug。

### 8.2 比賽違規行為

8.2.1 比賽進行中不允許任何非必要的聊天行為，如發送挑釁用語、任何違反運動家精神的行為。

8.2.2 參賽選手不得做出違反運動家精神之行為，如故意讓對手贏得比賽等。

8.2.3 比賽間若非官方轉播組別選手欲自行實況，選手須徵求雙方隊長同意並截圖對話證明，若發生爭議則以證明充足者為準不得有異議，且選手需自行承擔實況所帶來的任何風險。

8.2.4 為確保雙方權益，除官方人員與裁判外，其餘人（包含候補選手）皆不可進入比賽房觀戰。

8.2.5 比賽期間，隊伍任選手周圍出現非相關之人員或設備，經官方人員或賽事裁判發現，得視情況對其提出警告或比賽結果之裁決(包含沒收)。

### 8.3 違規行為之懲處

任何選手被發現進行不公平或不正當比賽時，經官方人員裁決後將給予警告，屢犯或情節重大者將直接剝奪參賽權利。

## 九、賽事獎勵

9.1 參賽玩家資料必須填寫正確完整始可獲得獎勵。

9.1.1 如遇非中華民國之隊伍獲獎，則獎金收受方需負擔因匯率與轉帳手續而產生的任何費用。

## 9.2 賽事獎金

9.2.1 總決賽淘汰賽冠軍可獲得新台幣 100 萬元整之獎金。

9.2.2 總決賽淘汰賽亞軍可獲得新台幣 20 萬元整之獎金。

9.2.3 「翡翠狂蛙區」積分階段冠軍可獲得 20 萬元整之獎金；積分階段亞軍可獲得 10 萬元整之獎金。

9.2.4 「藍尾烈鵠區」、「白銀神鱒區」、「捲甲地龍區」、「重嘯冬鹿區」和「磬石嘯虎區」冠軍可獲得新台幣 5 萬元整之獎金。

9.2.5 總決賽小組賽階段戰績第一可獲得新台幣 10 萬元整之獎金。

9.2.6 總決賽小組賽階段戰績第二可獲得新台幣 9 萬元整之獎金。

9.2.7 總決賽小組賽階段戰績第三可獲得新台幣 8 萬元整之獎金。

9.2.8 總決賽小組賽階段戰績第四可獲得新台幣 7 萬元整之獎金。

9.2.9 總決賽小組賽階段戰績第五可獲得新台幣 6 萬元整之獎金。

9.2.10 總決賽小組賽階段戰績第六可獲得新台幣 5 萬元整之獎金。

9.2.11 總決賽小組賽階段戰績第七可獲得新台幣 4 萬元整之獎金。

## 十、其他事項

### 10.1 注意事項

10.1.1 上述規定中未列舉，但影響比賽順利進行者，由主辦單位裁決為準。

10.1.2 上述規定若有疑義，主辦單位保有最終決定之權力。

10.1.3 主辦單位擁有該活動最終保留、變更、修改、獎勵發送等之權利，若因遇不可抗力之因素，活動將有延後舉辦或取消的可能，若有異動皆以官方說明為準。

10.1.4 該活動因不可抗力之特殊原因無法執行時，主辦單位有權決定取消、終止、修改或暫停本活動。

10.1.5 參加活動之選手視同承認本規定之效力，如有未盡事宜，主辦單位保留修改、終止、變更活動內容細節之權利，且不另行通知。

10.1.6 主辦單位有權依據遊戲的更新來修改規則或是設定。

10.1.7 本活動各項辦法及規定，以活動網站公告為準，活動如因故無法進行時，主辦單位保有隨時修正、暫停或終止本活動之權利。如有其他未盡事宜，主辦單位有權隨時補充或修正，並以最新公告為主。

10.1.8 參賽者同意無償授權本公司於符合本活動目的之範圍內，節錄或以其他方式編輯其為參加本活動所提供之圖文、照片、影片及其他資料，並得做成活動花絮或心得報告等相關內容對外公布或使用。

10.1.9 參加活動之選手需自行承擔伺服器帶來之風險。

10.2 聯繫我們，若對於報名有任何疑問，請來信【[help@carry.live](mailto:help@carry.live)】信箱詢問。



# **ASIA ESPORTS CHAMPIONSHIP**

## **亞洲電子競技公開賽**

**2023 Asia Esports Championship**  
**“League of Legends - Summoner’s Rift” Rules & Regulations**

## 1、Tournament Guide & Format Descriptions

The 2023 Asian ESports Open(AEC) will introduce a new set of rules and expand eligibilities. We will allocate detailed quotas, ensuring competitive fairness and better experience of participation. We will also welcome players from Southeast Asia, which allows players from different countries and regions to join in the tournament.

In the past, teams were randomly assigned to six major divisions, including “Blue Magpie”, “Emerald Tree Frog”, “Landlocked Salmon”, “Pangolin”, “Sika Deer”, and “Leopard Cat” to compete for the title.

For the 2023 AEC, the “Emerald Tree Frog” division will continue to be assigned as the elite-tier’s division. Unlike the previous format in which only one division plays per week, teams from this division will play across eight weeks. Its qualifying tournament will take place concurrently with the “Blue Magpie” division in the first week.

Teams that have at least 2 players who have participated in the top-tier league in the past two years (2021 and 2022), and at least 3 players who have registered for the regular season of the 6th LSC League of Legends Campus Tournament, will automatically be placed in the “Emerald Tree Frog” during the division’s grouping. The total number of players meeting both criteria must be greater than or equal to 3.

As the elite-tier division, “Emerald Tree Frog” holds the toughest competition as well as the highest distribution of prize money. Players and teams who do not meet the aforementioned criteria can still voluntarily apply to join the division during the registration process.

Also, this year's AEC will introduce an important change by expanding the eligibility for participation. The “Landlocked Salmon” will serve as an international division, allowing players from Thailand, Malaysia, the Philippines, and Singapore to participate. To ensure fairness in the competitive environment, players in this division will be assigned to use tournament servers to complete matches. We hope to attract players from different regions to participate and thereby raise the overall competitiveness of the “AEC.”

The above mentioned “Landlocked Salmon” division is exclusively open to teams from Thailand, Malaysia, the Philippines, and Singapore. Teams and players that reside in these countries, cannot access the “Taiwan-Hong Kong-Macau” server. Players are required to provide proof of address and identification to the tournament officials.

For “Blue Magpie,” “Landlocked Salmon,” “Pangolin,” “Sika Deer,” and “Leopard Cat” divisions, each will hold 64 teams. The “Emerald Tree Frog” division will only have 32 teams, and participation will be granted on a first-come, first-served basis due to limited slots.



In terms of tournament format, the "Blue Magpie," "Landlocked Salmon," "Pangolin," "Sika Deer," and "Leopard Cat" will all follow a single-elimination format to determine the champion of each respective division. In the "Emerald Tree Frog," the semifinalists will play each other in a point-based, double round robin format, in which the top two teams will advance to the group stage along with the champions from the other five divisions. The group stage will be conducted as a single round-robin point-based competition. Based on the performance in each zone, the top six teams will be selected to determine the order of matches in the grand finals, as well as their qualification for the offline matches and photoshoots.

### 1.1 Timeline of matches

The 2023 AEC "League of League - Summoner's Rift" events are divided into "Division" and "Final" two stages. The tournament periods are as below:

- Qualifier #1(YYYY/MM/DD): 2023/06/30 – 2023/07/05

Blue Magpie Division			
Date	Scheduled Time (GMT+8)	Round	Type / Live Broadcasts
June 30 <sup>th</sup> (Fri.)	18:00	Round 1(Q64)	Online without Live Broadcast
July 1 <sup>st</sup> (Sat.)	18:00	Round 2(Q32)	
July 2 <sup>nd</sup> (Sun.)	18:00	Round 3(Q16)	
July 3 <sup>rd</sup> (Mon.)	18:00	Quarter-Final	Online with Live Broadcast
July 4 <sup>th</sup> (Tue.)	18:00	Semi-Final	
July 5 <sup>th</sup> (Wed.)	18:00	Division Final	

- Qualifier #2(YYYY/MM/DD): 2023/07/07 – 2023/07/12

Landlocked Salmon Division(a.k.a Southeast Asian Division)			
Date	Scheduled Time (GMT+8)	Round	Type / Live Broadcasts
July 7 <sup>th</sup> (Fri.)	18:00	Round 1(Q64)	Online without Live Broadcast
July 8 <sup>th</sup> (Sat.)	18:00	Round 2(Q32)	
July 9 <sup>th</sup> (Sun.)	18:00	Round 3(Q16)	
July 10 <sup>th</sup> (Mon.)	18:00	Quarter-Final	Online with Live Broadcast
July 11 <sup>th</sup> (Tue.)	18:00	Semi-Final	
July 12 <sup>th</sup> (Wed.)	18:00	Division Final	

- Qualifier #3(YYYY/MM/DD): 2023/07/14 – 2023/07/19

Pangolin Division			
Date	Scheduled Time (GMT+8)	Round	Type / Live Broadcasts

July 14 <sup>th</sup> (Fri.)	18:00	Round 1(Q64)	Online without Live Broadcast
July 15 <sup>th</sup> (Sat.)	18:00	Round 2(Q32)	
July 16 <sup>th</sup> (Sun.)	18:00	Round 3(Q16)	
July 17 <sup>th</sup> (Mon.)	18:00	Quarter-Final	Online with Live Broadcast
July 18 <sup>th</sup> (Tue.)	18:00	Semi-Final	
July 19 <sup>th</sup> (Wed.)	18:00	Division Final	

- Qualifier #4(YYYY/MM/DD): 2023/07/21 – 2023/07/26

Sika Deer Division			
Date	Scheduled Time (GMT+8)	Round	Type / Live Broadcasts
July 21 <sup>st</sup> (Fri.)	18:00	Round 1(Q64)	Online without Live Broadcast
July 22 <sup>nd</sup> (Sat.)	18:00	Round 2(Q32)	
July 23 <sup>rd</sup> (Sun.)	18:00	Round 3(Q16)	
July 24 <sup>th</sup> (Mon.)	18:00	Quarter-Final	Online with Live Broadcast
July 25 <sup>th</sup> (Tue.)	18:00	Semi-Final	
July 26 <sup>th</sup> (Wed.)	18:00	Division Final	

- Qualifier #5(YYYY/MM/DD): 2023/07/28 – 2023/08/02

Leopard Cat Division			
Date	Scheduled Time (GMT+8)	Round	Type / Live Broadcasts
July 28 <sup>th</sup> (Fri.)	18:00	Round 1(Q64)	Online without Live Broadcast
July 29 <sup>th</sup> (Sat.)	18:00	Round 2(Q32)	
July 30 <sup>th</sup> (Sun.)	18:00	Round 3(Q16)	
July 31 <sup>st</sup> (Mon.)	18:00	Quarter-Final	Online with Live Broadcast
August 1 <sup>st</sup> (Tue.)	18:00	Semi-Final	
August 2 <sup>nd</sup> (Wed.)	18:00	Division Final	

Sika Deer Division			
Date	Scheduled Time (GMT+8)	Round	Type / Live Broadcasts
July 21 <sup>st</sup> (Fri.)	18:00	Round 1(Q64)	Online without Live Broadcast
July 22 <sup>nd</sup> (Sat.)	18:00	Round 2(Q32)	
July 23 <sup>rd</sup> (Sun.)	18:00	Round 3(Q16)	
July 24 <sup>th</sup> (Mon.)	18:00	Quarter-Final	Online with Live Broadcast
July 25 <sup>th</sup> (Tue.)	18:00	Semi-Final	
July 26 <sup>th</sup> (Wed.)	18:00	Division Final	

- Qualifier #6(YYYY/MM/DD) : 2023/07/06 – 2023/08/08

Emerald Tree Frog			
Date	Scheduled Time (GMT+8)	Round	Type / Live Broadcasts
July 6 <sup>th</sup> (Thur.)	18:00	Round 1(Q32)	Online without Live Broadcast
July 13 <sup>th</sup> (Thur.)	18:00	Round 2(Q16)	
July 20 <sup>th</sup> (Thur.)	18:00	QF Day 1	Online with Live Broadcast
July 27 <sup>th</sup> (Thur.)	18:00	QF Day 2	
August 7 <sup>th</sup> -August 9 <sup>th</sup>	18:00	Semifinals	

- Group Stage(YYYY/MM/DD) : 2023/08/14 – 2023/08/23

Final - Group Stage			
Date	Scheduled Time (GMT+8)	Schedule	Type / Live Broadcasts
August 14 <sup>th</sup> (Mon.)	18:00	Day 1	Online with Live Broadcast
August 15 <sup>th</sup> (Tue.)	18:00	Day 2	
August 16 <sup>th</sup> (Wed.)	18:00	Day 3	
August 21 <sup>st</sup> (Mon.)	18:00	Day 4	
August 22 <sup>nd</sup> (Tue.)	18:00	Day 5	
August 23 <sup>rd</sup> (Wed.)	18:00	Day 6	

- Grand Final(YYYY/MM/DD) : 2023/09/01 – 2023/09/03

Final - Knockout Stage			
Date	Scheduled Time (GMT+8)	Schedule	Type / Live Broadcasts
September 1 <sup>st</sup> (Fri.)	TBD	Day 1	Offline
September 3 <sup>rd</sup> (Sun.)	TBD	Day 2 (Grand Final)	

## 2.Registration Guidelines

### 2.1 General Rules

Registration Process: For this tournament, we will collaborate with the Gameet platform. Each player must first register as a member on the website and pass the verification process, before joining their teams. The team captains will be responsible for the registration process.

Required Registration Information: Team Name, Individual Player Names, Game IDs and Game ID Screenshots, Summoner Names, Photos of ID Card Front and Back (or

Passport Photos), Contact Phone Number, and Email Address. Please make sure to accurately fill in the registration information to avoid possible detriment to team and individual participation rights due to incomplete or inaccurate data.

**2.1.1** The team name can only consist of English letters, numbers 0-9, or Chinese characters. It must not contain any vulgar or obscene words, or any terms that may cause confusion or distress.

**2.1.2** Players are not allowed to register or participate across multiple teams. If tournament officials found evidence of such violation, the player in question will be disqualified immediately.

**2.1.3** If the team that wins the "preliminary matches" is unable to participate or cooperate in the subsequent events, it will be considered as forfeiting their qualification. In such cases, the vacant spot will be filled by other teams from the same division in accordance with their ranking order.

**2.1.4** Each individual player account must have a minimum of 20 champions. Each participating team must have a minimum of 5 players and a maximum of 7 players (including two substitutes).

**2.1.5** Before registration, each team is required to carefully review and confirm the consistency between the "Registration Information" and the "RIOT Account Membership Information". Before the Grand Finals, players' identification and registration info will be subject to verification. Any inaccuracy and inconsistency in the required information, will compromise the team's and individuals' participation rights.

**2.1.6** All team members must complete the registration and verification process on the Gameet platform. Should a team lose its right to participate due to individual failure to register by its member(s), it will be considered as a forfeit. Teams that do not voluntarily enter into the "Emerald Tree Frog," or do not meet the specific requirements, will be randomly assigned to other divisions by the officials.

✂ If there are any errors in the registration information or if you wish to make changes to team members, please make sure to modify them on the Gameet platform during the registration period. If you encounter any system issues, please contact the event organizer for assistance. Due to the limited number of team slots, teams that wish to participate are advised to complete the registration process promptly to avoid the slots being filled.

✂ In order to maintain fairness in the competition, it is strictly prohibited for players to change their summoner names after the registration deadline. Failure to comply with this rule will result in disqualification, unless otherwise specified by RIOT's certification requirements.

**2.1.7** If it is found that there is impersonation, malicious blocking, incomplete information, multiple team registrations with the same data, intentional disruption, or any other actions that affect the registration process, the team will be disqualified from participating in the competition.

**2.1.8** After winning the championship in the "Division Stage," the team members will become representatives of their respective regions. They will be required to participate in the subsequent offline or online events of the Grand Finals. Therefore, when registering, it is important to consider personal factors such as availability, location, and transportation for future events.

**2.1.9** It is important for all participants to carefully read the information and guidelines provided on the official website of the tournament to ensure the rights and interests of both the team and individual players.

**2.1.10** The organizers will communicate with the participants based on the information provided during registration on the tournament's official website. Players are advised to pay attention to phone calls, emails, and notifications on the Gameet platform. Additionally, it is important to regularly check for updates and notifications regarding tournament announcements and schedules to ensure the rights and interests of both the team and individual players.

## **2.2 Eligibility to Participate**

**2.2.1** All participants in this competition must be 15 years of age or older (inclusive).

**2.2.2** From the time of registration, players, coaches, analysts, and team management registered (including past registrations) in the 2023 PCS Summer Split are not allowed to participate (including assisting in drafting, commanding, and other supportive actions) or make decisions regarding champion selection and banning champions. Players who were registered in the 2023 PCS Spring Split will be assigned to the "Emerald Tree Frog" and are required to compete in that region if they are affiliated with a professional second team or youth training team.

## **2.3 Nationality and Identification requirements.**

**2.3.1** Participating players are required to provide Passport, Identification card, or proof of residence.

**2.3.2** Players from Singapore, Thailand, Malaysia, and the Philippines will automatically be assigned to the "Landlocked Salmon" division. (See paragraph 6 of "1. Tournament guide and format description")

**2.3.3** For offline play, players are required to provide identification and relevant documents (original). Failure to meet this requirement will result in automatic disqualification of individual player(s) and team(s). Players' identification and registration info will be subject to verification. Any inaccuracy and inconsistency in

the required information, will compromise the team's and individuals' participation rights.

### 3. Teams and Players

3.1 All AEC's participants (including player and players' account), must NOT violate the following:

3.1.1 Account suspended due to co-using, buying/selling account after S12 (post January, 2022).

**※This only applies to players who were suspended STARTING from S12. Players who were suspended before S12 and got reinstated during S12 and S13, can participate in the competition.**

3.1.2 Account suspended for using illegal software.

3.1.3 Violate "The Summoner's Code"

3.1.4 Suspended in any other League of Legends competition. (Player(s) in question )will be subject to review by the tournament officials. Severity of prior violations will determine if the player(s) is allowed to participate in this year's AEC.

3.1.5 Suspended in other RIOT Game's Competitions

3.1.6 committed major violations in prior Carry Live Studio events, and are forbidden from participating.

**※Tournament officials can disqualify player(s) if prior violations are discovered during review. All violations committed by the players are retrospective.**

3.2 Roster Size: Each team should have 5 to 7 players, including 2 substitutes and coaches. If player(s) are suspended for violation or forfeit, the team cannot change its roster. Tournament officials have the right to make judgment calls if player(s) are unable to participate due to other reasons.

### 4. Online Game

4.1 Match time: Teams without broadcasting requirements should arrange match time on their own. If both sides cannot reach an agreement, they will play their match according to the tournament's organizer's scheduled time. Teams with broadcasting requirements will play in accordance with the assigned schedule. Availability should be considered.

4.2 Match Process: Players are suggested to enter the game lobby 10 minutes before match time for preparation. Blue Side's captain should contact Red Side's captain once the room is opened; Red Side's captain can also contact Blue Side's captain to

enter the room. Teams with broadcast requirements can enter the room once the tournament officials open the room and send invitations.

#### 4.2.1 Team Violations

If a team doesn't enter the room 10 minutes into the contest, this will be considered a forfeit (as well as deliberately delaying the game after entering the room). The opposing team is suggested to screenshot (system time required) and report to tournament officials. The officials have the power to make and announce the final decision. If both sides agree to continue playing the match, then the match result will stand and teams cannot protest.

#### 4.2.2 ID Inconsistency

If the player(s)'s account ID does not match his/her registration info, the opposing team is suggested to screenshot (system time required) and report to tournament officials. The officials have the power to make and announce the final decision. If both sides agree to continue playing the match, then the match result will stand and teams cannot protest.

#### 4.3 Submitting Results (Only for Victories)

After each match, the winning team's captain is required to submit the screenshot of the result (stat board included) to tournament officials on the designated platform before 11:00 p.m. (GMT+8). Failure to submit a match result will lead to automatic disqualification.

**※If both teams played matches outside the tournament, including scrimmages, friendlies, and other format of matches, the team that submit the earliest result will be ruled as the winner of the match amid any controversy.**

### 5. Grand Final

AEC's Grand Final's match time and match type will be decided by tournament officials depending on specific period.

If the match is offline, relevant information will be announced on the official website. Teams that advance to the final, will have to attend the match on their own. Tournament officials will not afford any fees including transportation, accommodation, etc.

#### 5.1 Registration (see 2.3.3)

5.1.1 All registered teams are required to complete the AEC. Any failure to complete AEC competition will result in losing all prize money and awards.



5.1.2 Teams are required to complete the AEC. Any failure to complete AEC competition will result in losing all prize money and awards. Additionally, the team's standing position will be filled by the team after it.

5.1.3 Players and teams are required to arrive at the venue on time on the date of the Grand Final. Tournament officials and referees have the power to disqualify player(s) and team(s) if they fail to arrive on time.

## 5.2 Personal Equipment (Final - Knockout Stage)

Players can decide if they want to prepare and bring their own equipment, including mouse, mouse pad, keyboard, etc. The above mentioned equipment's function cannot undermine the competitive balance, e.g.: Marco, Script, etc. If the equipment needs installment of driver(s), please contact the following e-mail address **【help@carry.live】** to apply. The driver can be installed on the computer(s) for the Grand Final after tournament officials approve the application. Other actions such as installing unapproved assistive software or plug-ins, or overwriting game folders are forbidden.

### 5.2.1

If there are specific hardware/software requirements on site, players need to notify tournament officials 30 minutes before the match starts; failure to notify the officials 30 minutes before match time, tournament officials have the right to deny any requests.

### 5.3

If player(s) have any protests or complaints, he/she must notify the referee during the match (including online and offline). Any complaints and protests made post-match will be denied.

## 6. Game Patch & In-Gameplay

### 6.1. Riot Tournament Server Guidelines

Matches for the "Landlocked Salmon" division will be played in the "RIOT Tournament Server". Teams in this division will receive log-in information. Teams will have to finish the procedure before the start of this division's gameplay. Failure to do so will lead to disqualification.

Teams that advance to the Group Stage and Grand Final will also use the "RIOT Tournament Server" during matchplay. Teams will receive log-in information. Teams will have to finish the procedure before the start of Group Stage and Grand Final's gameplay. Failure to do so will lead to disqualification.

Players are not allowed to use the “RIOT Tournament Server” for other usage except Practice Tool and Custom Game. Illegal use of “RIOT Tournament Server”, if reported and confirmed by tournament officials, the player(s) will receive punishment based on the severity of violation. Please protect the account info when using the server, do not leak it.

During the tournament, the “RIOT Tournament Server”'s guidelines and regulations will modify according to the location(s) of the team(s). All regulations will be sent to every player's email to ensure that every single player can fully understand and comply with the rules.

## 6.2 Game Patch

The game patch for the tournament is the latest version for the “Taiwan-Hong Kong-Macau” server. If a champion goes under major remake during the tournament, or if a new champion is introduced, the champion in question will be autobanned for a week. Both teams are not allowed to select or ban the champion during the selection process. Tournament officials can lift the ban according to circumstances.

## 6.3 Game Types

Draft Pick Mode

## 6.4 Game Map

Summoner's Rift

## 6.5 Allowing Spectators

For non-broadcasted matches, the spectator's setting should be set as “lobby only”. Please make sure the spectator's slot is vacant before the match. For broadcasted matches, tournament officials will open match rooms and assign observers.

## 6.6 Side selections

Online: Best of 1

Tournament will decide the sides by random draw, and the result will be attached to the email “Match Infosheet”. Please set your lineup according to the positions provided. If both teams have players lined up not according to position(s), and no one makes complaints, the referee will take it as a mutual agreement to lane change, therefore the match will proceed with the lineups at hand. All complaints made by both team post-match will be denied.

Online Best of 3 (Non-broadcast)

Tournament will decide the sides by random draw, and the result will be attached to the email “Match Infosheet”. Please set your lineup according to the positions

provided. Teams will decide their side selection in turn. If the match goes to game 3, Team with the fastest winning time gets the side selection.

#### Online Best of 3 and Best of 5 (Broadcasted)

Tournament will decide the sides by random draw, and the result will be attached to the email “Match Infosheet”. Please set your lineup according to the positions provided.

Best of 3: Teams will decide their side selection in turn by rock paper scissors. If the match goes to game 3, Team with the fastest winning time gets the side selection.

Best of 5: Both sides will decide game 1’s side selection by coin toss (Division Finals) , or the higher seeds can decide (Grand Final). For subsequent game, the losing team of the previous game will have the right to select sides.

#### Group Stage and Round Robin

For these two formats, the tournament officials will decide side selection and each team will get its turn as Blue and Red Side.

During the tournament, if the team fails to reply or notify the tournament officials, then the tournament officials will select in place of the team. No complaints are allowed.

#### 6.7. Player Lineup

All teams should assign 5 players within their roster to participate in the match. If the team(s) are unable to have 5 players for the match, this will be considered a forfeit.

#### 6.8 Result

The following circumstances will be ruled as victory.

Destruction of the Opposing Nexus Turret

Surrender or Forfeit

6.8.1 If the match is paused due to uncontrollable circumstances, and both teams cannot play a rematch, and the game cannot continue, tournament officials will decide the result according to the following.

a.Total Gold Differential between two sides exceeds 33%.

b. Margin of turrets remaining exceeds 7.

c. Margin of Inhibitor turrets remaining exceeds 2

## 6.9 Registration and Check Up

All teams that advance to each division's QF and later, will undergo online identification. Players are required to have their own audio and video device, and enter the official Discord channel to finish registration and enter match play. Players who fail to do so are forbidden to participate in match play.

### 6.9.1 Registration and Check up (On-Line)

During online matches with broadcast required, tournament officials and referees have the right to not only check players' identification, but also inspect the gaming stations. Inspection checklist includes but not limited to any devices or personnel that can undermine competitive fairness directly or indirectly. Otherwise, Player will not be allowed to play in the current match.

## 7. Standard Operation Procedure for Disconnection

### 7.1 Disconnection ruling

If a player is disconnected during match play, or an equipment malfunction occurs that leads to disconnection, players can enter the command `"/pause"` to pause the game. Once the incident is resolved, the team captain will need to notify the opposing captain, who will enter the command `"/resume"` to resume. Each team has 15 minutes of pause per match. After the 15 minutes run out, the team cannot call for pause in the match. The match will continue .

### 7.2 Remake Games

If a major error occurs during the match, including game lobby crashing, server break down, and other incidents that inhibit all the players to play the game, Tournament officials will remake the game if the incident is confirmed to be detrimental. The sides for remake games, as well as champion selection and runes, will be the same as the original game. If it is only an individual disconnection, see 7.1.

When a server malfunction causes unstable connection for both teams, both sides can reach an agreement to stop and remake the game within the time according to tournament officials.

Any remake game's necessity, the players' lineup and sides for remake games, as well as champion selection and runes, will be the same as the original game.

## 8. Violations

8.1 Cheat Codes are forbidden: Any use of cheat codes disturb or alternate game's setting is forbidden.

## 8.2 In-Game Violations

8.2.1 Unnecessary interaction such as provocation or any unsportsmanlike conduct.

8.2.2 Unsportsmanlike conduct includes tanking.

8.2.3 Players are not allowed to livestream during their matches. If it is reported and confirmed, the player will be disqualified.

8.2.4 Coaches, substitutes and other non-tournament official personnel are forbidden to stay in as spectators.

8.2.5 During match play, if a team is found to have non-relevant personnel or devices, it could receive a warning or even default, depending on the severity of competitive imbalance it causes.

## 8.3 Punishment

Any players found cheating or game fixing, will receive a warning after official confirmation. Should the player continue or commit major violations, the player will be disqualified immediately.

## 9. Prize and Award

9.1 Players will have to submit the correct personal information to receive the award and prize, or else.

9.2 If a team outside Taiwan wins a prize, it will need to pay the transfer fee on their own.

### Prize Money

9.2.1 Final - Knockout Stage Champion NT\$ 1,000,000

9.2.2 Final - Knockout Stage Runner-Up NT\$ 200,000

9.2.3 Emerald Tree Frog Division

Champion: NT\$ 200,000

Runner-Up NT\$ 100,000

9.2.4 "Blue Magpie," "Landlocked Salmon," "Pangolin," "Sika Deer," and "Leopard Cat" Division

Champion NT\$ 50,000

9.2.5 Final - Group Stage 1st Place: NT\$ 100,000

9.2.6 Final - Group Stage 2nd Place: NT\$ 90,000

9.2.7 Final - Group Stage 3rd Place: NT\$ 80,000

9.2.8 Final - Group Stage 4th Place: NT\$ 70,000

9.2.9 Final - Group Stage 5th Place: NT\$ 60,000

9.2.10 Final - Group Stage 6th Place: NT\$ 50,000

9.2.11 Final - Group Stage 7th Place: NT\$ 40,000

## 10. Miscellaneous

### 10.1 Caution:

10.1.1 Tournament officials and organizers will make the final judgment call should any incidents not mentioned in the rulebook, but potentially compromising to the tournament's proceedings occur.

10.1.2 Tournament officials and organizers hold the right to make final judgment if the rules are called into question.

10.1.3 Tournament officials and organizers hold the right to preserve, alter, or make any changes to prize awarding.

10.1.4 Tournament officials and organizers hold the right to pause, postpone, or cancel the tournament if a serious incident occurs.

10.1.5 By participating in the tournament, players agree to comply with the rules and regulations in the rulebook. Tournament officials hold the right to alter or change details of the tournament. No further notification will be sent.

10.1.6 All rules and regulations are subject to change by the tournament officials according to various circumstances, including game updates.

10.1.7 All rules and regulations are posted on the official website. If there's any updates or changes to the rules, tournament officials hold the right to elaborate and modify. See official website for latest announcements.

10.1.8 By participating in the tournament, players agree to allow tournament officials to use their image on all types of media including broadcasting feed, behind the scenes video, and other public media.

10.1.9 Players should be aware of the consequences by using servers and clients.

10.2 If you have further questions, please feel free to contact us at **【help@carry.live】**  
Thank you, and good luck.