

June 2026



Honor of Kings World Cup at 2026 Esports World Cup Official Rulebook

(June 2026)

TABLE OF CONTENTS

1. Introduction and Purpose.....	1
2. EWC Global Rulebook.....	1
3. Definition of Key Terms.....	2
4. Team Members.....	3
4.1 Players.....	3
4.1.1 Minimum Age Requirement.....	3
4.1.2 Representation Requirement.....	3
4.1.3 Travel & Accommodation Coverage.....	4
4.1.4 Import Players.....	4
4.1.5 Team's Home Region and Home Jurisdiction.....	5
4.1.6 Residency.....	5
4.1.7 Single Jurisdiction Status.....	5
4.1.8 Player Names.....	5
4.1.9 Multiple Teams.....	6
4.1.10 Esports World Cup Scheduling Conflict.....	6
4.1.11 Decisions on Eligibility by the Tournament Organizer.....	6
4.2 Coaches and Managers.....	6
4.2.1 Designation and Registration Requirement.....	6
4.2.2 Changing a Coach.....	7
4.2.3 Coach Eligibility and Responsibilities.....	7
4.2.4 Manager Eligibility and Responsibilities.....	7
4.3 Owners.....	7
4.3.1 Compliance with Rules.....	8
4.3.2 Ownership of the Slot.....	8
4.3.3 Conflicts of Interest; Concurrent Ownership.....	8
4.3.4 Staff Members.....	8
4.3.5 No Tencent or Tournament Organizer Employees.....	8
5. Roster Rules.....	9
5.1 Team Composition.....	9
5.2 Starters and Substitutes.....	9
5.3 Active Roster.....	9
5.4 Roster Submission.....	9
5.5 Substitutions.....	10
5.6 Roster Adjustment for Preliminary Qualifiers.....	10
6. Sponsorships.....	12
6.1 Prohibited Sponsors.....	12
6.2 Initial Red Flag List.....	12
6.3 Sponsorship Approval.....	12

6.4 No Use of Tencent Trademarks.....	13
7. Code of Conduct.....	13
7.1 General Requirements.....	13
7.2 Conduct During Competition.....	13
7.2.1 Respect for Opponents, Tournament Officials, and Staff.....	13
7.2.2 Account Sharing or Impersonation.....	14
7.2.3 Exploits and Cheats.....	14
7.2.4 Communications During Competitions.....	14
7.2.5 Appearance.....	14
7.2.7 Venues and Equipment.....	15
7.3.1 Cheating.....	15
7.3.2 Collusion and Match-Fixing.....	15
7.3.3 Offering or Accepting a Bribe.....	15
7.3.4 Gambling.....	16
7.3.5 Honesty in Communication with Officials.....	16
7.3.6 Account Manipulation.....	16
7.4 Confidentiality.....	16
7.4.1 Additional agreements.....	16
7.5 Harassment and Discrimination.....	18
7.5.1 Harassment.....	18
7.5.2 Sexual Harassment.....	18
7.5.3 Discrimination Denigration.....	18
7.6 Compliance Obligations; Illegal Activity.....	18
7.7 Doping and Performance-Enhancing Substances.....	18
7.7.1 Drugs and Alcohol.....	19
7.7.2 Illegal or Detrimental Conduct.....	19
7.7.3 Document Submission.....	19
7.8 Media Obligations.....	19
7.8.1 Missing media obligations.....	20
7.8.2 Unauthorized announcements.....	20
8. Disciplinary Action.....	20
8.1 Tournament Officials.....	20
8.2 Tournament Organizer.....	20
8.3 Sanctions.....	22
8.4 Public Announcement of Disciplinary Action.....	22
8.5 Sanctions Matrix.....	22
8.6 Final Determinations.....	25
9. Team Operations.....	25
9.1 Team Names.....	25
9.2 Team Logos.....	25
9.3 Team Uniforms and On-Stage Apparel.....	26

9.4 Restrictions.....	26
9.5 Review and Approval.....	27
9.6 Authorized Use.....	27
10. Tournament Structure.....	27
10.1 Overall Structure.....	27
11. Player Equipment.....	27
11.1 Devices.....	27
11.2 Game Client.....	28
11.3 Player Accounts.....	28
11.4 Pre-Match Inspection.....	28
11.5 Use of Devices.....	28
11.6 Audio Devices.....	29
11.7 Voice Chat Restriction.....	29
11.8 Replacement.....	29
12. Match Rules.....	29
12.1 Pre-Match Procedures.....	29
12.1.1 Pre-Tournament.....	29
12.1.2 Rehearsals.....	29
12.1.3 Starting Line-Up and Side Selection Submissions.....	30
12.1.4 Seating Order.....	30
12.1.5 Device Checking and In-game Setup.....	30
12.2 Pre-Match Confirmation.....	30
12.3 Game Room.....	30
12.4 Ready for the Match.....	31
12.5 Technical Support.....	31
12.6 Side Selection and Ban&Pick.....	31
12.6.1 Side Selection Rules.....	31
12.7 Multi-Class Hero.....	32
12.8 Global Ban&Pick Rules.....	33
12.9 Ultimate Battle.....	33
12.11 Procedures During the Match.....	34
12.11.1 Game Start.....	34
12.11.2 Substitution Between Games.....	34
12.11.3 Break Time Between Games.....	34
12.12 Surrendering during game.....	34
12.13 Pauses During a Game.....	35
12.13.1 Pause Mechanics.....	35
12.13.2 Player Pause.....	35
12.13.3 Medical Pause.....	35
12.13.4 Unauthorized Pause.....	36

12.13.5 Player Conduct During a Pause.....	36
12.14 Resume and Restart Protocol.....	36
12.14.1 Game Resume.....	36
12.14.2 Review Period.....	36
12.14.3 Confrontation State Pause Protocol.....	37
12.14.4 Time Machine Protocol.....	37
12.14.5 Game Restart.....	37
12.14.6 Extreme Situations.....	37
12.14.7 Passive Advantage from Official Decisions.....	38
12.14.8 Non-Compliance.....	38
12.15 Procedures After the Match.....	38
12.15.1 Post-Match Protocols for In-Person Tournaments.....	38
12.15.2 Match Results.....	38
12.15.3 Post-Match Obligations.....	39
12.15.4 Results of Forfeiture.....	39
12.15.5 Appeals.....	39
13. Venue and Match Area.....	39
13.1 Match Area.....	39
14. Use of Names and Likenesses.....	40
14.1 Grant of Rights by Team Members.....	40
14.2 Ownership of Streams and Broadcasts.....	40
14.3 Bench Area.....	40
14.4 Team Lounge.....	41
14.5 Feedback.....	41
15. Dispute Resolution.....	41
15.1 Governing Law.....	41
15.2 Finality of Certain Decisions.....	41
15.3 Arbitration.....	42
15.4 Remedies.....	42
16. Interpretation and Construction.....	42
16.1 Tournament Organizer’s Right of Interpretation.....	42
16.2 Additional Terms.....	43
16.3 Business Judgment.....	43
16.4 Language.....	43
17. Privacy and Data Protection.....	43
18. Changelog.....	44
APPENDIX 1 – TOURNAMENT STRUCTURE.....	1
1. Schedule.....	1
2. Participating Teams.....	1
3. Format.....	2
3.1 Playin Draw.....	2

3.2 Playin Stage Format.....	3
3.3 Group Draw (Group Stage Seeding).....	3
3.4 Group Stage Format.....	4
3.5 Playoff Draw (Playoff Seeding).....	4
3.7 Third Place Match Format.....	5
3.8 Finals Format.....	5
4. Prize Distribution.....	6
4.1 Prize Pool.....	6
4.2 Team Non-Attendance and Prize Pool Reallocation.....	7
4.3 KINGS MOMENT REWARDS INTRODUCTION.....	7
4.3.1 Bounty Structure.....	7
4.3.2 Evaluation Criteria for "Kings' Moment Rewards".....	8
4.3.3 Verification, Claim, and Settlement Procedures.....	9
4.3.4 Competitive Integrity and Forfeiture Clause.....	9

2026 Honor of Kings World Cup

Official Rulebook

1. INTRODUCTION AND PURPOSE

Welcome to the 2026 Honor of Kings World Cup (“**Tournament**”), organized by the Esports Foundation (“**EF**”) and operated by an operator designated by EF. *Honor of Kings* is developed and published by Proxima Beta Pte. Ltd. and its affiliates (“**Tencent**”), which is the copyright holder of the game “*Honor of Kings*”, the licensor of this Tournament and retains the Game Content Authority. This Official Rulebook sets forth the rules for professional play of the game *Honor of Kings* (“**Official Rules**”). By entering the Tournament, each of the esports teams that have registered to participate in the Tournament (“**Team**”), and all team owners, players, coaches, managers, and other employees of the qualifying Team (collectively “**Team Members**”), agree to be bound by these Official Rules in their entirety. Compliance with these Official Rules is mandatory for participation in the Tournament, and any failure to adhere to them may result in public warnings, point deductions, game forfeitures, disqualifications, or other disciplinary action.

EF has designated a tournament organizer (“**Tournament Organizer**”) to operate the Tournament. The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for the Tournament (“**Tournament Officials**”) and for ensuring compliance with these Official Rules.

These Official Rules are designed to maintain the integrity of competition at the Tournament and to promote a safe and respectful environment. The Tournament Organizer, subject to Tencent’s prior written approval for any changes affecting game content, game mechanics, or game-related rules, reserves the right to modify or update these Official Rules at any time, and all Teams and Team Members agree to follow the most current version of these Official Rules during the Tournament. By participating in the Tournament, each Team Member: (1) accepts these Official Rules and agrees to be bound by them; and (2) agrees that the decisions of the Tournament Officials regarding the enforcement of these Official Rules are final and binding.

Thank you for your cooperation, and we wish you the best of luck in the Tournament!

2. EWC GLOBAL RULEBOOK

The Honor of Kings World Cup at 2026 Esports World Cup is under jurisdiction of the [EWC Global Rulebook](#).

3. DEFINITION OF KEY TERMS

To ensure clarity and uniform application of these Official Rules, a set of defined terms will be used throughout the document. These terms, and their definitions, are as follows:

“Active Roster” has the meaning set forth in Section 4.3.

“Game” refers to a single instance of competition on the Hero’s Gorge map that is played until a winner is determined by one of the following methods, whichever occurs first: (1) destruction of the Enemy’s Crystal, (2) Awarded Game Victory.

“Match” means a set of Games that is played until one Team wins the majority of the total Games (e.g., winning three Games in a Best-of-Five Series (**“BO5”**)). The Team that wins the Match either earns points in a league format or advances to the next round.

“Match Area” means the designated space where official Tournament gameplay takes place. It is a controlled environment designed to ensure fair competition.

“Player” means an individual registered to compete for a Team in the Tournament.

“Team” means an esports team that has qualified to compete in the Tournament.

“Team Members” means all team owners, players, coaches, managers, and other employees of a qualifying Team.

“Team Personnel” has the meaning set forth in Section 3.3.4.

“Tournament” means the entire competitive event described above, which may consist of multiple games, matches, rounds, and stages.

“Tournament Officials” means the officials, referees, ops team members, and administrators for the Tournament, as specified by the Tournament Organizer.

“Tournament Organizer” means the entity designated by EF to organize and operate the Tournament, enforce these Official Rules, make decisions, and resolve disputes.

“Game Content Authority” means the sole and exclusive authority of Tencent to determine, modify, restrict, or approve: (a) the hero pool available for the Tournament, including any temporary or permanent restrictions on specific heroes; (b) the ban and pick mechanisms, formats, and procedures; (c) the game version, game settings, maps, items, skins, and any other in-game content or parameters; (d) any rules or settings that directly affect gameplay mechanics; and (e) any restrictions arising from known bugs, balance issues, or integrity concerns. The Tournament Organizer and Tournament Officials shall implement Tencent’s decisions regarding the foregoing matters without modification.

4. TEAM MEMBERS

4.1 Players

The eligibility requirements in Section 3.1 apply to all Players who participate in the Tournament.

4.1.1 Minimum Age Requirement.

A Player must be at least 16 years old on the roster lock date in order to be eligible to participate in a Tournament, except that a Player from China must be at least 18 years old on the roster lock date. If the minimum legal age for regular employment in the Player's country of citizenship is higher than age 16, the Player must have reached that higher minimum age before the roster lock date. Similarly, if the minimum legal age applicable to gaming or esports in the Player's country of citizenship is higher than age 16, the Player must have reached that higher minimum age before the roster lock date.

4.1.2 Representation Requirement.

In order to maintain the regional or national identity of teams that compete in a multinational or national competition and to encourage the type of regional or national identification that is important to fans and sponsors, each Team must maintain, at all times during the Tournament, a minimum number of players on its active roster who are residents of the Team's designated Home Region, as specified in the table below ("**Home Region**"). If the Tournament is a country-level tournament (such as the Honor of Kings Championship - Indonesia Qualifier), then the Team must also maintain a minimum number of players on its active roster who are residents of the Team's designated home country or home territory ("**Home Jurisdiction**").

2026 Honor of Kings World Cup Requirement	
Minimum Number of Players Per Team	5
Maximum Number of Players Per Team	8
Home Regional Residents	Minimum 4
Home Jurisdiction Residents	Minimum 2
Interregional Import Player	Maximum 1

Regional Divisions	
Americas	North America; South America; Brazil
Europe	West Europe; East Europe; Türkiye
MEA	Middle East; Africa
Pacific	South Asia; South Korea; Japan; Australia
Southeast Asia	All of Southeast Asia
Greater China	Chinese Mainland; Hong Kong, China; Macau, China; Chinese Taipei

4.1.3 Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 8 team members per team, distributed as below:

Obligatory 6 positions covered

- 5 Main Players
- 1 Coach

Optional 2 positions covered

- 0-2 Substitutes
- 0-2 Additional Staff Member

4.1.4 Import Players.

An “Import Player” is any Player who is not a resident of a country or territory in the Team’s Home Jurisdiction and may be classified as either: (1) a “Regional Import Player”—a player from a different country or territory within the same geographic region as the Team’s Home Region; or (2) an “Interregional Import Player” —a player who is a resident of a country or territory outside the Team’s Home Region. To illustrate the foregoing, if a Team’s Home Jurisdiction is Germany, a player who is a resident of France is a “Regional Import Player” and a player who is a resident of Korea is an Interregional Import Player. Each Team may have no more than one Interregional Import Player on its Active Roster at any time, regardless of tournament-specific roster limits. The total number of Import Players (including both Regional Import Players and Interregional Import Players) permitted on a Team’s Active Roster may vary

by tournament, subject to limits set and communicated by the Tournament Organizer in advance of roster submission deadlines.

4.1.5 Team's Home Region and Home Jurisdiction.

A Team's Home Region will be selected by the Team Coach at the time of registration from the list above and may not be changed at any time during a Tournament without the prior written approval of the Tournament Officials. The Team's Home Jurisdiction (i.e., its home country or home territory) must be located in the Team's Home Region and will be determined by the Tournament Officials based on the nationality or permanent residence of the Team's players. For purposes of illustrating the foregoing, if a Team registers in Europe as its Home Region, the Team's Home Jurisdiction could be France or Germany but could not be Japan. If a majority of the Team's players are from France, then the Team's Home Jurisdiction will be France. Similarly, if a Team registers in China (Outside Mainland) as its Home Region, the Team's Home Jurisdiction could be Hong Kong, China but not Brazil. If a majority of the Team's players are from Hong Kong, China, then the Team's Home Jurisdiction will be Hong Kong, China.

4.1.6 Residency.

A Player will be deemed a "resident" of a particular country or territory if he or she can satisfy either of the following conditions: (1) the Player is a national of that country or territory; or (2) the Player has maintained lawful permanent resident status in that country or territory for a continuous period of not less than one year immediately preceding the applicable roster lock date. In countries or territories where permanent residency or an equivalent legal status is not available, the Player may be classified as a resident if he or she has resided continuously in the country or territory for a minimum of five consecutive years, possesses a valid long-term visa or comparable legal documentation, and is subject to and compliant with the local tax laws.

Restriction on Greater China Players: Players holding nationality or citizenship from the Greater China Division are eligible to compete as Residents only within that region. In all other Divisions, such Players will invariably be classified as Import Players. This classification supersedes condition (2) set forth in Section 4.1.6 above, meaning that possession of permanent residency or long-term visas in another region shall not exempt these Players from Import status.

4.1.7 Single Jurisdiction Status.

A Player may only represent a single region during the Tournament. For example, a Player may not represent both Europe and MEA in the Tournament.

4.1.8 Player Names.

All Players must select a single name consisting solely of English alphabetic characters (A-Z) or numerals (0-9). No other scripts, characters, or non-English alphabets are allowed. Each Player must choose a name that does not copy, infringe upon, or closely resemble: (1) the name, tag, or alias of any other player or team in the Tournament, or (2) the name of any hero or playable character in *Honor of Kings*. Player names may not contain or reference the name, logo, or trademark of any sponsor, business entity, or commercial organization unless expressly approved in writing by the Tournament Organizer. The Tournament Organizer reserves the right to reject or require modification of any Player name that is deemed to be toxic, hurtful, inappropriate, offensive, or otherwise non-compliant with these Official Rules. Player names will be selected at the time of registration and may not be changed during the Tournament.

4.1.9 Multiple Teams.

It is not permitted for more than one team under the same organization to participate in the same EWC Honor of Kings World Cup 2026 tournament.

4.1.10 Esports World Cup Scheduling Conflict.

A participant is not permitted to compete in any stage (qualifiers or main event) of a **(2026 Honor of Kings World Cup)** tournament if they have already qualified for another Esports World Cup tournament that is scheduled during the same week.

Upon qualification for an Esports World Cup title, the participant is considered committed to that title for the corresponding competition week and is ineligible to enter or participate in other Esports World Cup titles (including qualifiers) occurring in the same timeframe.

4.1.11 Decisions on Eligibility by the Tournament Organizer.

All decisions about a Player's eligibility will be made by the Tournament Organizer. This includes whether the Player has reached the legal working age. It also includes any questions about a Player's citizenship, region, nationality, or residency. For purposes of the Tournament, these matters will be decided by the Tournament Officials at their sole discretion. All such decisions are final and binding.

4.2 Coaches and Managers

4.2.1 Designation and Registration Requirement.

Each Team participating in the Tournament must designate and register at least one coach and one manager. The coach and manager must be formally listed on the Team's roster and

registered with the Tournament Organizer at the time of Team registration. No Team may participate in the Tournament without both a registered coach and manager. The individual serving as a Team's coach may also be the Team's manager if the appropriate registration is made. An individual may serve as a coach or manager of, and be registered with, only one Team during the Tournament. Neither the coach nor the manager may be registered as a player for any Team in the Tournament. The Tournament Organizer reserves the right to review and approve the eligibility of any coach or manager and may reject or disqualify any individual who (1) fails to meet the requirements set forth in this Section, or (2) is or has been in violation of these Official Rules.

4.2.2 Changing a Coach.

If a Team wants to change its coach, it must submit an official application to the Tournament Officials no less than 48 hours prior to the start of a Match. After the Tournament Officials review the documents submitted in connection with the new coach and approve the change, the Team may change its coach for future Matches. If a Team wants to change its coach but fails to submit the official application within the 48-hour period prior to the start of the Match, the Team will be subject to disciplinary action as provided below unless such change is approved by the Tournament Officials due to an emergency situation.

4.2.3 Coach Eligibility and Responsibilities.

The coach must be at least 18 years of age and possess sufficient knowledge of *Honor of Kings* to perform the role effectively. The coach is responsible for providing strategic guidance and support to the Team during the Tournament. The coach may be granted access to communicate with the Team during designated periods, as allowed by these Official Rules. Each team may have up to two non-player Team Members (i.e., coaches and managers), who are registered on the Roster, present on-stage during the Ban & Pick phase for every Game in which the Team participates. In case of emergencies preventing the coach's attendance, the Team must assign an interim or assistant coach who may not be a player on the Team's roster.

4.2.4 Manager Eligibility and Responsibilities.

The manager must be at least 18 years of age and will be responsible for handling the Team's administrative affairs, including submitting team rosters, managing travel, keeping the Team's schedule, managing the Team Personnel, and serving as the primary point of contact with the Tournament Organizer. The manager is prohibited from participating in any in-game coaching during live matches unless the manager is also registered as the Team's coach. The manager is responsible for ensuring the Team complies with all of the Tournament's deadlines, requirements, and conduct standards.

4.3 Owners

4.3.1 Compliance with Rules.

All owners of a Team participating in the Tournament are required to comply with these Official Rules. In particular, owners are responsible for ensuring that their Teams (including Players, coaches, and managers) adhere to all Official Rules and Code of Conduct below. Any violation of these Official Rules by an owner may result in disciplinary action against the owner or the Team, including match forfeiture, disqualification of the Team, or banning the owner or the Team from future tournaments.

4.3.2 Ownership of the Slot.

For purposes of these Official Rules, the individual(s), entity, or entities who registered the Team in accordance with the registration requirements below will be deemed to be the sole owner(s) of the Team and the Team's slot in the Tournament. Accordingly, if a Team wins the right to progress to the next stage of an official competition, that right is owned by the Team and its owner(s), not by the players or any other person or entity.

4.3.3 Conflicts of Interest; Concurrent Ownership.

To maintain the integrity of the Tournament and avoid conflicts of interest, no individual or entity that owns or controls a Team that has qualified to participate in the Tournament may own, control, or have a financial interest in any other Team that has qualified for the Tournament. This restriction applies to: (1) possessing a direct or indirect ownership or financial interest in more than one qualifying Team; (2) exercising managerial, operational, or strategic control over more than one Team; and (3) engaging in any arrangement that gives the appearance of controlling or influencing multiple qualifying Teams. Control may include any formal or informal agreement that allows one individual or entity to exert influence over the decision-making, operations, or competitive strategy of multiple qualifying Teams. A Team's owners must disclose to the Tournament Officials any potential conflicts of interest, including ownership stakes or controlling interests in any other qualifying Teams or related businesses.

4.3.4 Staff Members.

The Team's manager is responsible for ensuring that all non-player team members, including employees, contractors, volunteers, and staff (collectively, "**Team Personnel**"), fully comply with these Official Rules. The manager must take all necessary steps to ensure that Team Personnel understand and adhere to these Official Rules. The manager may be held accountable for any violations of these Official Rules by Team Personnel. Such violations may result in sanctions for the Team, including forfeiture of Games or Matches, or disqualification from the Tournament.

4.3.5 No Tencent or Tournament Organizer Employees.

A Team Member may not be an employee of Tencent, the Tournament Organizer, or any of their respective affiliates at any time during the Tournament.

5. ROSTER RULES

5.1 Team Composition.

Each Team participating in the Tournament must have a roster consisting of the following: (1) at least 5 but no more than 8 Players; (2) at least one designated coach. The individual serving as a Team's coach may also be the Team's manager. The maximum size of a Team's roster may not exceed 10 individuals, including all players, coaches, and managers. No Team may participate in the Tournament without the full complement of players, a coach, and a manager registered on their roster. EF will cover travel expenses for a total of 8 individuals during the Tournament. Each Team Member must have a valid contract with the team, and the contract's effective period must cover the entire duration of the Tournament, remaining valid through August 9th 2026.

5.2 Starters and Substitutes.

The Team's starting lineup must consist of exactly 5 starting Players (each, a **"Starter"**) who will compete in the Tournament's matches. The starting lineup must be confirmed prior to each Match according to the schedule set by the Tournament Organizer. Each Team is allowed to register up to 3 substitute Players (each, a **"Substitute"**) who may replace a Starter between Matches or during designated substitution periods, as allowed by the Tournament's substitution rules. Substitutes must meet all player eligibility requirements in these Official Rules.

5.3 Active Roster.

The Team's designated Starters, Substitutes, a Head coach, a Manager and an Assistant Coach or Analyst comprise the "Active Roster" of the Team. The registered Active Roster must include no more than 10 members. No individual may simultaneously (1) hold two or more of the roles listed in the preceding sentence; or (2) represent (or be on the Active Roster of) more than one Team. Once submitted, the Active Roster is considered locked and must remain the same during all phases of the Tournament (including Tournament Main Stage if advanced), unless an event occurs that is beyond the control of the Team, such as a Player's sudden illness or an accident that prevents the Player from travelling to the host country. All changes to the Active Roster require the prior approval of the Tournament Organizer.

5.4 Roster Submission.

The Team's manager must submit the official roster of the Team on or before 23:59 UTC+8 22 June 2026 or such other date and time as may be announced by the Tournament Officials. The official roster must include the names of all players, the coach, the manager, and all other information required by the Tournament Organizer, including player usernames, contact details,

and eligibility documentation. The failure to submit a valid and complete Active Roster by the specified deadlines may result in disciplinary actions, including forfeiture of Games or Matches or a default starting lineup for the first Game that is designated by the Tournament Organizer. If a roster change request is submitted after 22 June 2026, 23:59 (UTC+8) by the Team, the Tournament Organizer, at its discretion, may require the Team to reimburse the Tournament Organizer for the costs of the replacement player's visa and travel. The Tournament Organizer reserves the right to review and approve any change to the Active Roster of a Team and may reject or disqualify any individual who (1) fails to meet the requirements set forth in these Official Rules, or (2) is or has been in violation of these Official Rules.

5.5 Substitutions.

Teams may substitute players from their Active Roster during the Tournament, provided the substitution is made in compliance with the rules outlined below. Only players who are listed on the Team's Active Roster as Substitutes may be used for substitutions. A Substitute may not be on the roster of or play for another Team in the Tournament. Substitutions may occur between Games of a Match or between different rounds of the Tournament. Substitutions during an ongoing Game are only allowed in cases of emergency, such as illness involving a Starter, and must be approved by a tournament referee. If a Team is unable to find a substitute player before a Game commences, the Team will forfeit. The Tournament Organizer will determine if an event qualifies as an emergency. A Substitute must satisfy the player eligibility requirements at the time the substitution is made.

5.6 Roster Adjustment for Preliminary Qualifiers.

Teams are allowed a maximum of 2 roster changes, which include additions, replacements, or removals, based on their preliminary qualifier roster. Each change will count as one slot, for example, adding one player or replacing one player both equal one slot used. For players added or replaced from active rosters of professional teams either within or outside the current Honor of Kings professional leagues, teams must submit a valid transfer certificate or provide a loan agreement to cover the whole tournament period of KWC at EWC 26 (including the related Qualifiers) approved by all parties involved. All roster changes require pre-approval by the respective regional league committees, who retain sole authority over the validity of roster adjustments.

5.7 Replacements

5.7.1 Replacements

If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.

Usually competition groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the tournament administration can still change or even re-draw the competition.

5.7.2 Replacement Tiebreakers

If participants have an identical score/position on/in the relevant invite list or qualifier, the one with the smallest change in lineup since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other criteria, including potential played tiebreakers.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

5.7.3 Replacement deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the competition drawing is usually the replacement deadline.

5.7.4 Before the replacement deadline

Title Defender will be replaced by the best non-qualified team from King Pro League Spring 2026.

For everything else, next in line will replace from the same qualifier or invite list. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be

considered, starting with the home region. EWC reserves the right to forgo this option if they deem it necessary.

5.7.5 After the replacement deadline

The tournament administration will try to find any replacement by all available means.

6. SPONSORSHIPS

6.1 Prohibited Sponsors.

Teams and Players are encouraged to develop relationships with sponsors. However, to preserve the integrity of competition and the reputation of *Honor of Kings*, neither a Team nor any Team Members shall enter into any sponsorship, endorsement, advertising or related agreement with any person or entity that is determined by Tencent or the Tournament Organizer to conduct business within any product or service category that is prohibited. A list of prohibited product or service categories (“**Red Flag List**”) will be provided by the Tournament Organizer and may be updated from time to time. Team Members are prohibited from endorsing or having any other commercial association with any of the products and services in the categories on the Red Flag List and may not include any of these products or services in any streaming of *Honor of Kings* or on any apparel worn during any Tournament event that is streamed.

6.2 Initial Red Flag List.

The Red Flag List, which may be updated from time to time, includes: (1) gambling and betting (companies involved in sports betting, online gambling, or any form of wagering); (2) tobacco products (cigarette, cigar, or vaping product manufacturers or distributors); (3) alcohol (distillers, brewers, manufacturers, or distributors of alcoholic beverages); (4) illegal or regulated substances (companies involved in the production or distribution of illegal drugs or regulated substances, including performance-enhancing drugs (PEDs)); (5) pornography and adult content (companies producing or promoting pornography, escort services, or any other adult entertainment); (6) weapons and firearms (manufacturers or distributors of weapons, firearms, or ammunition); (7) cryptocurrency, NFTs and blockchain businesses and products; (8) the developer, distributor, or publisher of any video game, other than Tencent; (9) any esports league, tournament, competition, or business; and (10) any other products or services deemed inappropriate or damaging to the reputation of the Tournament or *Honor of Kings*, as determined by the Tournament Organizer.

6.3 Sponsorship Approval.

Teams must submit a summary of Team and Player sponsorships to the Tournament Organizer for approval. The summary should include (1) the sponsor's name, industry, and products/services being promoted; and (2) the specific sponsorship-related activities planned during the Tournament (e.g., uniform patches, logo placement, promotional appearances). For example, if the sponsor requires the display of the sponsor's logo on the Team Members' jersey, the jersey design must be provided at the time approval is requested. The Tournament Organizer reserves the right to reject a design or approach if it does not uphold the professional standards and brand image of the Tournament or *Honor of Kings* or otherwise violates these Official Rules. The Tournament Organizer reserves the right to continually monitor Team and Player sponsorships throughout the Tournament and take action if a previously undisclosed or non-compliant sponsor is identified.

6.4 No Use of Tencent Trademarks.

Nothing in these Official Rules grants, by implication, waiver, estoppel, or otherwise, to a Team Member any right or license to use the name Honor of Kings™, or any other trademark, trade name, or logo owned by or licensed to Tencent or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to Tencent or its affiliates is prohibited and a breach of these Official Rules. A Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Tencent, the Tournament Organizer or any of their respective affiliates.

7. CODE OF CONDUCT

7.1 General Requirements.

All Team Members are expected to: (1) compete to the best of their skill and ability at all times in the Tournament; and (2) uphold the highest standards of sportsmanship, professionalism, and integrity. The rules in this Section 6 ("**Code of Conduct**") describe the behavior expected of professional esports athletes, both online and in-person. Any violation of this Code of Conduct may result in disciplinary action, as further described in Section 7 below.

7.2 Conduct During Competition.

7.2.1 Respect for Opponents, Tournament Officials, and Staff.

All Team Members must show respect to opponents, Tournament Officials, fans, sponsors, and venue staff at all times. This includes refraining from any verbal or physical confrontations, taunts, or provocations. During gameplay, Players must avoid excessive celebrations or rude gestures. Team Members are expected to settle their differences in a respectful manner and without resorting to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any in-person event.

7.2.2 Account Sharing or Impersonation.

Players must compete using only their own registered *Honor of Kings* account and are not permitted to share accounts with other individuals or impersonate another player.

7.2.3 Exploits and Cheats.

A Player may not intentionally exploit any in-game bug or known glitch, abuse game mechanics to gain an unfair advantage, or engage in any other action that is technically allowed but violates the spirit of fair competition.

7.2.4 Communications During Competitions.

In-game chat and other forms of communication must remain constructive and free of toxicity. Insults, offensive language, personal attacks, or harassment of any kind are strictly prohibited. All communications should aim to foster a competitive but respectful environment. All personal mobile phones and other communication devices must be removed from the match area before the start of a Game. Team Members are not allowed to text, email, make phone calls, or use social media while in the match area.

7.2.5 Appearance.

Proper hygiene of a Player is expected at all Tournament events. Before a match, a Player must follow the instructions of the Tournament Officials with respect to stage makeup. A Player is not allowed to cover his/her face or attempt to conceal his/her identity from a Tournament Official. A Player may not wear a hat or dark glasses on stage.

7.2.6 Clothing

This rule only applies to competitions where players may be visible to audiences.

The players and teams need to ensure that they are all in equal coloured team attire, long trousers and closed shoes (i.e. shorts, flip-flops and foam clogs e.g. crocs clogs are not allowed). No flags are allowed to be present. Any kind of headwear is forbidden. Special exceptions may be granted on a case-by-case basis for unavoidable medical or religious reasons. Any such exceptions must be requested directly via email to the tournament administration at least 48 hours before the start of the competition, unless a medical emergency prevents timely submission. Penalties will be awarded for minor violations of this rule (a minimum of \$250 fine), but in major cases (for example offensive content, other team branded clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible, and deemed

appropriate by the tournament administration, EWC will provide suitable clothing for the participants that are not dressed accordingly. The cost of provided clothing will then be subtracted from the prize money awarded to the participants. Any delay caused by change of clothing will be considered the player's fault and penalised according to the rules of punctuality.

7.2.7 Venues and Equipment.

Team Members are responsible for the proper use of all equipment and facilities provided by the Tournament Organizer. Any damage to property, whether intentional or due to reckless behavior, may result in financial liability and/or disciplinary action. No Team Member may disable or interfere with lights, cameras, or other studio equipment used in a Game. Team Members must follow all venue rules and regulations. Disruptive behavior, vandalism, or failure to comply with venue security measures may lead to removal from the venue and other disciplinary action.

7.3 Personal Responsibility, Honesty, and Integrity.

7.3.1 Cheating.

Any form of cheating is strictly prohibited. A Team Member must not engage in any behavior that undermines the competitive integrity of the Tournament. Cheating includes, by way of example: (1) making unapproved modifications to the *Honor of Kings* game client, (2) the use of third-party equipment, software, or accessories not approved in advance by Tournament Officials, including signaling devices, grip powder, and match phone cases, and (3) any other actions, such as gesturing, that give a Team or Player an unfair advantage.

7.3.2 Collusion and Match-Fixing.

Team Members are prohibited from engaging in collusion of any kind. This includes: (1) providing opponents with insider information, strategies, or tactics; (2) agreeing to divide or share prize money in a manner that undermines the integrity of competition; (3) deliberately underperforming or losing a game to manipulate tournament standings or outcomes; and (4) match-fixing. Without limitation of the foregoing, no Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Game (or any play or component thereof). If a Team Member is asked to engage in collusion, "fix" the outcome of a Game, or to otherwise take part in any actions prohibited by this Code of Conduct, that Team Member must immediately report this request to the Tournament Organizer.

7.3.3 Offering or Accepting a Bribe.

No Team Member may offer any gift or cash or other reward to a player, coach, manager, Tournament Official, the Tournament Organizer or any other person employed or engaged by another Team to influence the outcome of a Game. No Team Member may accept any gift,

reward or compensation from another Team or Player (or anyone acting on behalf of another Team or Player) in connection with any Game.

7.3.4 Gambling.

Gambling on the outcome of a Game (including any plays or components of a Game) can pose a serious threat to the integrity of, and public confidence in, the Tournament. Team Members are not allowed to (1) place, or attempt to place, bets on any Game (or any plays or components thereof), or (2) associate with high volume gamblers, or deliver information to others that might influence their bets.

7.3.5 Honesty in Communication with Officials.

Team Members must be honest and forthcoming in all communication with referees and other Tournament Officials. Providing false information, misleading statements, or withholding relevant facts will be considered a violation of this Code of Conduct. No Team Member may refuse to comply with the reasonable instructions or decisions of the Tournament Organizer or any referee or other Tournament Official.

7.3.6 Account Manipulation.

No Team Member may engage in, facilitate, or promote any form of account boosting or account manipulation. For the purposes of this rule, the term “account boosting” includes the act of playing on, accessing, or otherwise interfering with another individual’s game account for the purpose of artificially increasing that account’s rank, level, standing, or any other status or metric, whether or not compensation is involved. The term “account manipulation” includes sharing login credentials, using third-party software or services to alter in-game performance or ranking, or any other conduct that undermines the integrity of competitive play. The use of another person’s account, allowing another individual to use one’s own account, or any attempt to disguise or misrepresent the identity of the player controlling an account is strictly prohibited. Account manipulation activities are prohibited regardless of whether the transaction occurs within or outside of a Tournament.

7.4 Confidentiality.

The content of email communication, match channels, discussions or any other correspondence with tournament officials and administrators is deemed strictly confidential. The publication of such material is prohibited without written consent from the Tournament Officials.

7.4.1 Additional agreements.

The Tournament Officials are not responsible for any additional agreements, nor do they agree to enforce any such agreements made between participants. EWC highly discourages such

agreements taking place, and such agreements that contradict the Esports World Cup ruleset are under no circumstances allowed.

7.5 Harassment and Discrimination

7.5.1 Harassment.

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

7.5.2 Sexual Harassment.

Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed 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.

7.5.3 Discrimination 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.

7.6 Compliance Obligations; Illegal Activity

7.7 Doping and Performance-Enhancing Substances.

The use of performance-enhancing drugs (PEDs), including prescription stimulants or other substances intended to improve in-game performance, is strictly prohibited. The Tournament follows the Esports Integrity Commission (ESIC) Prohibited List, which can be found at <https://esic.gg/codes/esic-prohibited-list/>.

If a Team Member has a valid medical reason to take a substance on the ESIC list, they must disclose it to the Tournament Organizer before the first day of the Tournament, along with medical documentation and a valid prescription.

The Tournament Organizer reserves the right to perform random or targeted drug tests at any time during the Tournament. Refusal to undergo testing will be treated as a violation of the Official Rules. Violations related to doping may result in disciplinary actions including match forfeiture, prize forfeiture, suspension, or disqualification from the Tournament and/or future Honor of Kings events.

7.7.1 Drugs and Alcohol.

The use, possession, distribution, or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination, and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Game. Each Team Member must report any violation of this rule to a Tournament Official.

7.7.2 Illegal or Detrimental Conduct.

Team Members must comply with all applicable laws at all times during the Tournament. Team Members are prohibited from engaging in any behavior, both during and outside of Tournament-related activities, that could bring Tencent, the Tournament, its organizers, sponsors, or the esports community into scandal, public controversy, or disrepute. Such prohibited acts include: (1) engaging in illegal conduct, including theft, fraud, violence, or other criminal behavior; (2) making public statements or engaging in actions, whether in person, on social media, or other platforms, that are racist, sexist, defamatory, offensive, or otherwise harmful or that denigrate, disparage, or defame any referee or other Tournament Official, the Tournament, Tencent, or *Honor of Kings*; (3) aligning with, endorsing, or being sponsored by entities involved in activities or products that are illegal, unethical, or otherwise considered damaging to the reputation of the Tournament, Tencent, or *Honor of Kings*.

7.7.3 Document Submission.

Tax forms, registration forms, parental consent and other documentation may be required at various times by the Tournament Organizer. A Team Member violates this Code of Conduct if he or she knowingly provides false or inaccurate information to the Tournament Organizer or any Tournament Official. A Team may be subject to disciplinary action if the documentation is not submitted by the deadline specified by the Tournament Organizer or not completed to the standards set by the Tournament Organizer.

7.8 Media Obligations.

If EWC decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video session, then the players cannot deny this and must attend. For all EWC tournament matches, participants cannot refuse a request to provide an interviewee. The interviewee must be a player, unless otherwise specifically requested by EWC. Most events will have a mandatory

media day, where participants will be photographed, filmed and interviewed by EWC for the event presentation. When applicable, participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than five (5) minutes. In some cases, participants may be asked to provide assets for use on EWC arranged broadcasts. Failure to provide them on time when requested will be considered a missed media obligation.

7.8.1 Missing media obligations.

Not fulfilling media obligations will result in fines. Their range depends on the situation. The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the Tournament Officials alone.

7.8.2 Unauthorized announcements.

If a team releases its own participation announcement without official authorization from the Tournament Organizer, it will be subject to disciplinary action up to a Level 4 Penalty depending on the severity of the violation.

8. DISCIPLINARY ACTION

8.1 Tournament Officials.

Tournament Officials are appointed by the Tournament Organizer to adjudicate matters related to a Match, including incidents occurring before, during, and after the Match. Their responsibilities encompass the oversight of Matches, which includes: (1) verifying each Team's Starting Line-up before the Match; (2) supervising the operation of all segments of the Match and the activities of individuals within the Match venue; (3) inspecting and monitoring Players' equipment; (4) implementing the basic Match procedures; (5) initiating pause and resume commands during a Game; (6) handling technical issues during the Game; (7) making decisions in response to in-game disputes; (8) imposing disciplinary action for violations of these Official Rules during the Match; and (9) conducting investigations of rules violations on behalf of the Tournament Organizer. Each Team Member agrees to cooperate with the Tournament Officials in their efforts to ensure compliance with these Official Rules.

8.2 Tournament Organizer.

The Tournament Organizer will have the right to monitor compliance with these Official Rules and investigate possible breaches. Each Team Member agrees to cooperate with the Tournament Organizer or its designee in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these Official Rules or applicable law. Team

Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

8.3 Sanctions.

If the Tournament Organizer determines that a Team Member or a Team has committed a violation of these Official Rules, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions: (1) verbal or written warning(s); (2) loss of side selection for current or future Game(s); (3) Game or Match forfeitures; (4) prize forfeitures; (5) tournament forfeiture(s); (6) suspensions of a Team Member or the Team; and (7) disqualifications and bans, including from any future tournaments or other events related to *Honor of Kings* or esports properties owned or controlled by Tencent or its affiliates. A Team may be subject to the foregoing sanctions and disciplinary actions if its Team Member directs, encourages, knowingly assists, or knowingly permits another person or entity to violate these Official Rules.

8.4 Public Announcement of Disciplinary Action.

Each Team Member acknowledges and agrees that the Tournament Organizer reserves the right to publicly announce disciplinary actions imposed on Team Members or Teams, including the nature of the violation and the sanction imposed. This may be done to maintain transparency and uphold the integrity of the Tournament.

8.5 Sanctions Matrix.

The Tournament Organizer has developed the sanctions matrix below to guide its decision-making when determining the appropriate disciplinary action for Rule violations. The sanctions matrix considers factors such as the nature and severity of the violation, the intent behind the action, the potential or actual harm caused, and whether the violation is a repeat offense. While the sanctions matrix provides a framework for consistency, the Tournament Officials retain the sole discretion to determine the level and severity of the sanction in each case. This allows the Tournament Officials to address unique circumstances and ensure that the sanction aligns with the nature of the violation and its impact on the Tournament.

Severity Level	Violation Details	Sanction Imposed
1	Failure to arrive at the Match Area on time (not more than 5 minutes late).	Verbal Warning. OR Written warning.
	Removal the headset before the Game is over.	
	Failure to report to the referee when a Team Member needs to leave the lobby or stage.	

Severity Level	Violation Details	Sanction Imposed
	Any other violation that does not cause financial harm or result in adverse media coverage or comment.	
	Inappropriate attire as outlined in 7.2.6	Cash Fines: Minimum of 250 USD per instance.
2	Failure to arrive at the Match Area on time (between 5 and 15 minutes late).	Cash Fines: 500 USD per instance.
	Boosting.	
	Using “Help Pick” during the draft.	
	Failure to return to the stage on time after the break between Games (not more than 2 minutes late).	
	Talking to other players in the first five minutes during the pause.	
	Surrendering during a game.	
	Damage to equipment by accident (not severe).	Cash Fines: Based on the replacement value of the equipment.
	Any other violation that has only a minor impact on a tournament procedure or process.	Cash Fines: 500 USD per instance.
3	Failure to use the players or coach registered on the Active Roster or a permitted Substitute.	Loss of all four bans for the first Game of the Match
	Failure to arrive at the match area on time (between 15 and 30 minutes late).	Loss of all four bans for the first Game of the Match. PLUS Loss of Side Selection for the first game of the Match. PLUS Cash Fines: 500 USD
	Failure to return to the stage on time after the break between Games (between 2 and 10 minutes late).	Loss of all four bans for the next Game of the Match PLUS Cash Fines: 500 USD
	Any other violation that has a major impact on a tournament procedure or process (including streaming of the tournament).	

Severity Level	Violation Details	Sanction Imposed
4	Failure to return to the stage on time before the first Game of the Match and no show for the team walk-in and introduction.	Game Forfeiture(s): The next Game will be automatically considered as loss. PLUS
	Failure to arrive at the venue on time (more than 30 minutes late).	Prize Forfeiture(s): 10% deduction of the team prize pool.
	Intentional or reckless damage to equipment.	Player or Team Suspension(s): The Player or Team Member will be suspended for the next Match. PLUS Prize Forfeiture(s): 30% deduction of the team prize pool.
	Refusal to cooperate with a referee or a member of the tournament staff.	Player or Team Suspension(s): The Player or Team Member will be suspended for all remaining matches. PLUS Cash Fines: 2500 USD.
	Failure to return to the stage on time after the break between Games (more than 10 minutes late).	Game Forfeiture(s): The next game will be automatically considered as a loss. PLUS Prize Forfeiture(s): 10% deduction of the team prize pool.
	Any other violation that has a severe impact on a tournament procedure or process but does not violate applicable law.	Game Forfeiture(s) or Match Forfeiture(s) PLUS Prize Forfeiture(s): 10% - 30% deduction of the team prize pool.
	Missed Media Obligation - Severe Circumstances	
5	Collusion.	Player or Team Disqualification(s): The player and Team will be disqualified from the tournament. PLUS
	Match-Fixing.	
	Cheating.	
	Use of drugs in violation of the Rules.	Player or Team Suspension(s): The player or Team will have a two-year suspension for all Honor of Kings tournaments and events. PLUS Prize Forfeiture(s): 100% deduction of the team prize pool.
	Betting for the Honor of Kings tournaments.	

Severity Level	Violation Details	Sanction Imposed
	Verbal or violent attacks on referees or tournament staff.	Player or Team Suspension(s): The player will have a two-year suspension from all Honor of Kings tournaments and events. PLUS Prize Forfeiture(s): A deduction of the team prize pool.
	Any other behavior that violates applicable law or causes adverse media coverage or comment.	Player or Team Disqualification(s) from the tournament. PLUS Player or Team Suspension(s): The player or Team will have a two-year suspension from all Honor of Kings tournaments and events. PLUS Prize Forfeiture(s): 30-100% deduction of the team prize pool.

8.6 Final Determinations.

Unless expressly stated otherwise, offenses and violations of these Official Rules are subject to sanctions and disciplinary actions, whether or not they were committed intentionally. Attempts to commit such offenses or violations (or solicit or induce another person or entity to do so) are also subject to sanctions and disciplinary action. The Tournament Organizer's determination as to (1) whether a particular offense or violation of these Official Rules has occurred, and (2) the appropriate sanctions or disciplinary actions (or combination of sanctions and disciplinary actions) for such offense or violation, will be final and binding in each instance.

9. TEAM OPERATIONS

9.1 Team Names.

Each Team must have a unique name that does not copy, infringe upon, or closely resemble: (1) the name of any other professional esports team, or (2) the name of any hero or playable character in *Honor of Kings*. The Team's name must have an abbreviation that is at least two, and not more than four, characters in length. A Team's full name and abbreviation must only contain English alphabetic characters (A-Z), numerals (0-9), and permitted special symbols (e.g., underscore, dash).

9.2 Team Logos.

Each Team must have a distinct and readily identifiable logo that does not cause confusion with any other team, organization, or commercial entity. The logo must be original and may not copy, infringe upon, or closely resemble any existing trademarks or copyrighted works. The logo must be designed in a manner that clearly distinguishes the Team from all other teams in the Tournament. The Team's logo must be a single, cohesive design and cannot be a combination of two separate images or logos.

9.3 Team Uniforms and On-Stage Apparel.

All Players are required to wear official team uniforms during competitions and at any related Tournament events (including pre-match and post-match interviews). The Team uniform consists of a jersey, pants, shoes, jackets, hats, and any other uniform items approved by the Tournament Organizer. All Team uniforms, including jerseys, must be consistent and uniform in design and appearance. The design should be professional and appropriate for a multinational audience. Each jersey must prominently display the Team's name and logo on the front. Each Player's in-game name (or real name, if required by the Tournament Organizer) must be displayed on the back of the jersey. Sponsor logos are permitted on Team uniforms, including jerseys and other items, but must be reasonable in number, size, and placement and may not obscure or overshadow the Team's name or logo. Coaches must wear business casual attire or team jerseys while at the Match Area.

9.4 Restrictions.

No Team Member may wear or use any unapproved clothing, accessories, or branded items during Matches or at any camera-facing Tournament event. This includes personal items that do not match the Team uniform or that display or feature unapproved logos, words, or imagery. A Team Member found in violation of this provision may be required to change before participating in any Game and may face additional disciplinary actions. Players and coaches must avoid chewing gum, wearing hats, sunglasses, eye-catching necklaces and pendants while at the Match Area.

For clarity, all Players must wear long trousers and closed shoes (e.g., no shorts, flip-flops, or crocs). Any form of headwear is prohibited unless pre-approved by the Tournament Organizer for unavoidable medical or religious reasons, with notification submitted at least 48 hours before the start of the competition. In cases of non-compliant attire, Players may be required to change before participating in any Game. If deemed necessary, EWC may provide suitable clothing, and the cost may be deducted from the Team's prize pool. Any delay caused by clothing violations will be considered the responsibility of the Player or Team and may result in a punctuality penalty. Repeated or serious violations (e.g., offensive or unauthorized branding) may incur monetary fines or additional disciplinary measures.

Team names and logos may not include all or part of a sponsor's name or any other corporate name or make use of the trademarks or other intellectual property of any third party, except that a sponsor name can be used in a Team's name and logo if: (1) the sponsor owns more than 50% of the Team's outstanding, voting equity, (2) the Team has obtained a worldwide license to use the sponsor name with the right to grant a royalty-free, fully-paid sublicense to the KWC at EWC26 Committee and its licensees for all purposes related to the tournament, and (3) the Team agrees to indemnify, defend and hold Proxima, the KWC at EWC26 Committee and their licensees harmless from all claims and causes of action arising out of or in connection with the use or display of the sponsor name or logo. Team names and logos may not contain any word, phrase, or element in any language that is (a) subject to infringement, misappropriation, or other claim, or (b) offensive, toxic, or hurtful.

9.5 Review and Approval.

All Team names, abbreviations, logos, and uniform designs (collectively, "**Team Brand Items**") must be approved by the Tournament Organizer before use in any Game or related Tournament event. Teams must submit their Team Brand Items (including any sponsor logos that will appear on a jersey or other part of a team uniform), to the Tournament Organizer for approval no later than fifteen (15) days before the start of the Tournament. The Tournament Organizer reserves the right to reject or require modification of any Team Brand Item that is deemed to be toxic, hurtful, inappropriate, offensive, or otherwise non-compliant with these Official Rules. Once approved, a Team Brand Item may not be changed at any time during the Tournament without the prior written approval of the Tournament Organizer. Team names, abbreviations, and logos may not contain or reference the name, logo, or trademark of any sponsor, business entity, or commercial organization, unless expressly approved in writing by the Tournament Organizer.

9.6 Authorized Use.

By submitting a Team Brand Item for approval or using it in the Tournament, the Team grants (or shall cause the owner of the Team Brand Item to grant) to the Tournament Organizer a non-exclusive, royalty-free license to use the Team Brand Item for the purposes of marketing, promoting, organizing, and operating the Tournament and broadcasting or streaming Tournament content in all manner of media.

10. TOURNAMENT STRUCTURE

10.1 Overall Structure.

The structure of the Tournament, including its schedule and format, is described in Appendix 1.

11. PLAYER EQUIPMENT

11.1 Devices.

During all official Matches and competition-related activities, Teams and Players are required to use only the devices provided or approved by the Tournament Organizer. Only equipment and peripherals provided or approved by the Tournament Organizer may be used in the Match Area. Players may not use peripheral devices of any kind without approval of Tournament Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not use an emulator to play on a PC or other device that is not a handheld device.

11.2 Game Client.

The version of *Honor of Kings* used at Tournament will be determined by Tencent in consultation with the Tournament Organizer. Restrictions on any items, heroes, skins, or other elements may be added only with Tencent's prior approval, or by Tencent directly, at any time before or during a Match, if there are known bugs, balance issues, or integrity concerns.

11.3 Player Accounts.

The player game account used in the Tournament ("**Player Account**") will be specified by the Tournament Officials. If a Player Account is provided by the Tournament Officials, Players are required to use these provided Player Accounts at all times during the Tournament. Players are allowed to adjust their account settings to suit their individual play style and preferences, but they may not alter the core configuration of the device or install unauthorized software or drivers. A Player may not disclose his or her logins or passwords or other details of the Player Account. In the game client, Players are not allowed to add friends without the permission of a referee.

11.4 Pre-Match Inspection.

Prior to each Match, Players will have an opportunity to inspect and test any tournament-provided devices to ensure they meet their performance standards. Any issues with the equipment must be reported to tournament officials immediately.

11.5 Use of Devices.

The Match devices must be properly set according to the Tournament Official's specified requirements. Once a Match begins, Players are not allowed to change any settings or modify devices without approval from the Tournament Officials. Players are not allowed to use a Match device to browse any social media platforms or websites while on stage. Players are not allowed to use a Match device to watch the Tournament live on stage. During Ban&Pick Phase, a Player is not permitted to move a phone from its holder. Players are not allowed to touch a phone after Ban&Pick Phase until the referee grants permission. For an in-person event, the Tournament Officials will provide the Player's gaming phone (including its charger, converter and cables), headset (noise cancellation) and/or earbuds and/or microphones, table and chair, backup phone,

and camera. For an online event, Players will use their own devices which have been approved by Tournament Officials prior to joining the Tournament.

11.6 Audio Devices.

Audio equipment (including headphones, microphones, and audio controllers), will be provided by the Tournament Organizer for the in-person portion of a Tournament only. Players are required to maintain the minimum volume determined by the referee or higher, the level of which will be shown on the audio controller. A referee has the right to ask a Player to turn up the volume if he/she considers the volume level too low. Headphones must be placed directly on a Player's ears and must remain there for the whole Match during an in-person Tournament. A Player is not allowed to obstruct the placement of headphones by any method or placing any item, including hats, scarves, or other articles of clothing, between the headphones and the Player's ears.

11.7 Voice Chat Restriction.

Voice chat in an in-person Match must be conducted through the communication system pre-set in headphones provided or approved by the Tournament Organizer. The referee reserves the right to decide, at his/her discretion, whether to monitor a Player's chat. Any third-party voice chat apps are not allowed, unless the referee, at his/her discretion, decides to change the voice chat arrangement to address special circumstances.

11.8 Replacement.

If equipment or technical problems are suspected during a Match, a Player or Tournament Official may request a technical review of the situation. Tournament Officials will diagnose and troubleshoot problems, as needed. During an in-person Match, Tournament Officials may request that the Tournament Organizer order the replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the Tournament Organizer.

12. MATCH RULES

12.1 Pre-Match Procedures

12.1.1 Pre-Tournament.

Before traveling to the host location of an in-person Tournament, the Tournament Organizer will set up an online conference to inform Players of logistical issues such as schedule, the client version of the game that will be used in the Tournament, match procedures, emergency measures, etc.

12.1.2 Rehearsals.

A Team may conduct a rehearsal at the venue used for an in-person Match within the time period specified by Tournament Officials. During rehearsals, Tournament Officials will inform Team Members about the stage route, game day player-related arrangements, and instructions for pre-setting devices.

12.1.3 Starting Line-Up and Side Selection Submissions.

A Team's starting line-up and side selection must be submitted no later than the time specified by Tournament Officials.

12.1.4 Seating Order.

Players must sit in the order as (Left) Clash Lane / Jungle / Middle Lane / Farm Lane/ Roamer (Right) or (Right) Clash Lane / Jungle / Middle Lane / Farm Lane/ Roamer (Left) following the Starting Line-up during the in-person Tournament.

12.1.5 Device Checking and In-game Setup.

Players will have designated blocks of time prior to their Match to ensure they are properly prepared. Setup time begins once Players enter the Match Area during an in-person tournament, at which point they are not allowed to leave without permission of the on-site referee and accompaniment by another Tournament Official. The setup includes following:

- (A) Ensuring the quality of all Tournament-provided equipment;
- (B) Connecting and calibrating peripherals;
- (C) Ensuring proper function of the voice chat system;
- (D) Setting up Equipment and Arcana pages;
- (E) Adjusting in-game settings;
- (F) Limited in-game warm-up (only in Bootcamp).

12.2 Pre-Match Confirmation.

For an in-person Tournament, before a Match, Players will be granted access on the stage, where Tournament Officials will check the provided equipment with every Player. Players shall submit a Pre-Match Confirmation Card and return to the Team Lounge. Then, after the Player introductions before the Match, Players will have one minute to get ready for their scheduled match. The coach or team captain shall make sure all Players have finished Game settings, including Equipment and Arcana and other basic settings. The failure to make the correct settings within the allotted time at an in-person or online Tournament will not be an acceptable reason for a restart.

12.3 Game Room.

The referee will create the in-game official Game Room. Players shall be directed by the referee to join the Game Room.

12.4 Ready for the Match.

For an in-person Tournament, once all of the Players in a Match have submitted the second Pre-Match Confirmation Card, the Players may be asked by Tournament Officials to end the warm-up game and immediately join the Game Room.

12.5 Technical Support.

The Tournament Officials will be available to assist and to troubleshoot any problems encountered during the setup time. If a Player encounters any equipment problems during any phase of the setup process, the Player must alert and notify Tournament Officials immediately. Players at an in-person or online Tournament have an obligation to identify any technical issue during a Game with Tournament Officials.

12.6 Side Selection and Ban&Pick

12.6.1 Side Selection Rules.

For each Match, the Team's side selection for Game 1 will be decided by coin flip. For all Games after the first, the losing Team of the previous Game will have side selection right. The Team obtaining the privilege of choosing sides may independently decide whether to be the Red Side or the Blue Side. Side selection between Games will be decided after a Game. The Team with the side selection right for the next Game will have two minutes (after the Crystal is destroyed) to select their side for the next Game, during which the Team's coach shall inform the referee about their selection. If the process mentioned above fails to complete within the allotted time, the Team will be considered as having waived the side selection right. If so, the referee will, at his/her discretion, decide whether to give the side selection to the other Team, or whether the side selection of the last Game will be applied in the next Game.

12.6.2 Ban&Pick Rules.

Once all Players have entered the Game Room, the referee shall request confirmation from both Teams regarding their readiness to commence the Ban & Pick ("B/P") phase. The B/P process shall adhere strictly to the time limits specified in the official B/P Order & Time Limit Table below. The use of "Help Pick" functionality is strictly prohibited. Upon receiving confirmation of readiness from both Teams, the referee shall authorize the start of the Match by instructing the Game lobby to proceed. During a Game session, should any errors occur in the selection or trading of Heroes, Bans, Summoner Skills, Arcana, or other pre-match settings—whether due to accidental screen touches, failure to complete selections within the allotted time, or any other player error—the Match shall continue without interruption. The Team responsible for the error

shall bear full responsibility and accept all consequences resulting from its mistakes. No resets or exceptions shall be granted under these circumstances.

Four-Ban Matches B/P Order & Time Limit Table

(A) Blue Side Pick-&-Ban time limit: 225s ($30s \times 4 + 30s + 30s + 45s = 225s$)

(B) Red Side Pick-&-Ban time limit: 270s ($30s \times 4 + 30s + 30s + 45s + 45s = 270s$)

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

12.7 Multi-Class Hero

(a) During the Ban phase, each class is considered as different heroes independently.

(b) During the Pick phase, all classes are considered as one hero collectively.

12.8 Global Ban&Pick Rules

Global Ban&Pick mode introduces the following rules:

- (a) Heroes used in the previous Games cannot be used for the remaining Games. Each hero can only be used once per Team in a Match.
- (b) The referee will automatically ban heroes used in the previous Games and these heroes cannot be banned or picked during the draft.
- (c) The usage limit of a hero applies to the Team as a whole, not individual players.

12.9 Ultimate Battle

In a Best-of-Seven (BO7) Match series conducted in an in-person Tournament, if the Match score is tied 3–3 after Game 6, an Ultimate Battle shall be initiated in accordance with the following procedures:

- a. After the destruction of the crystal in Game 6, the coach of the losing Team will have sixty (60) seconds to select their side for Game 7;
- b. Following side selection, the coach and registered staff will be permitted on stage for a maximum duration of three (3) minutes to complete and submit the hero lineups and challenger spells sheets for Game 7. The three-minute period will commence upon the coach's arrival on stage, with countdown signals announced by the referee with one (1) minute, thirty (30) seconds, and ten (10) seconds remaining. All documentation must be submitted to the referee at the conclusion of this three-minute period;
- c. Upon submission and confirmation of lineups with the referees, both coaches shall proceed to the center of the stage for a mandatory handshake, after which both Teams may return to the waiting room for the scheduled game break;
- d. Game 7 shall be conducted in Normal 5v5 mode with no Ban phase, and Players must select the exact heroes and challenger spells listed on the previously submitted documentation;
- e. Any deviation from the submitted hero lineups or challenger spells shall result in a sanction equal to thirty percent (30%) of the Team's final prize pool earnings, and the Game shall be restarted until the fielded lineup fully conforms to the official submission;
- f. In the event that a Team fails to submit its hero lineups and challenger spells within the designated three-minute period, the team shall be required to utilize the same lineup from Game 6 in Game 7.

12.10 The rules set forth in Sections 12.6 through 12.9 regarding side selection, ban/pick procedures, multi-class heroes, global ban/pick, and ultimate battle are subject to modification by Tencent at any time before or during the Tournament. Tencent may, in its sole discretion, alter these rules to address game balance, integrity concerns, or other matters. The Tournament

Organizer and Tournament Officials shall implement any such modifications promptly upon notice from Tencent.

12.11 Procedures During the Match

12.11.1 Game Start.

For in-person tournaments, upon completion of the Ban & Pick phase, both coaches shall proceed to the centre of the stage for a formal handshake before exiting to their designated positions. Following the commencement of the Game, coaches shall not be permitted to return to the stage for any reason other than to participate in a subsequent Ban & Pick phase. For broadcasting purposes, the Game will not begin immediately after the loading screen; instead, it shall commence only upon explicit authorization from the Tournament Officials. During this interval, the Tournament Officials shall ensure the Match Area is cleared of all non-essential items, including any written notes or materials left by Team Members. Players are strictly prohibited from exiting the Game during the period between the conclusion of the Ban & Pick phase and the official Game launch. As with in-person tournaments, Players are not permitted to exit the Game during the period between the end of the Ban & Pick phase and the Game launch.

12.11.2 Substitution Between Games.

If a Team requires a substitution, the Team's coach must make the substitution request to the Tournament Officials before the Game ends (before one Team's crystal is destroyed). Each Team is allowed a maximum of two substitutions per Game. Substitutions can only be made after confirmation from the Tournament Officials.

12.11.3 Break Time Between Games.

Before the Match, the Tournament Officials will inform the Teams of the scheduled break time. If a Team fails to return to the Match Area after a break is over, the next Game will commence as scheduled. During the in-person tournament, the Tournament Officials reserve the right to choose, at their discretion, whether to use a Player's account to enter the Game Lobby. After Ban&Pick phase begins, as long as one Player or the coach is present in the Match Area, that individual can proceed with the Ban&Pick phase for the entire Team. If all of the Team's Players are not in the Match Area after the Ban&Pick phase, the Team will be considered to have forfeited this Game.

12.12 Surrendering during game

Teams are strictly prohibited from using the "Surrender" function during gameplay. This rule is essential for maintaining the integrity and competitive spirit of the Tournament. Any Team that violates this rule will face penalties imposed by the Tournament Organizer. All Teams are expected to adhere to this rule to ensure a fair and competitive experience for all participants.

12.13 Pauses During a Game

12.13.1Pause Mechanics.

A pause is recognized as an official halt during a Game, initiated either by order of a Tournament Official or at a Player's request. While the Game is paused, the Match is still considered active, requiring Players and coaches to abide by the directives of Tournament Officials. In the event of a pause, a Tournament Official may issue troubleshooting steps to address and swiftly rectify any issues causing the stoppage. Players shall be obligated to assist the Tournament Officials in identifying and resolving reasons for the pause. Tournament Officials have the authority to initiate a Game pause or to implement a pause command on any Player's device, exercising complete discretion. Players must not request a Game pause for a trivial purpose. Only Team Members listed in the Active Roster are eligible to request a pause, with the frequency and conditions under which a pause can be requested determined by the Tournament Officials based on specific circumstances. Tournament Officials retain the right to approve or deny pause requests, and the Game continues until the Tournament Official's authorization. Deliberate disconnections will not warrant pause approvals. Should a Player intentionally disconnect the Game or audio without prior notification to a Tournament Official, for unjustifiable reasons, that Player may be subject to disciplinary action.

12.13.2Player Pause.

Players may request a pause in the Game immediately following any of the events described below, but the Player must signal a Tournament Official immediately by using the real-time audio (saying the word "pause") and raising his/her hands. The Tournament Official will then verify the situation and decide if it may become an authorized pause. Acceptable reasons for a pause include:

An unintentional disconnection, which may include Game, voice chat, or audio disconnection caused by a hardware or Internet malfunction.

- (A) Unstable Internet connection, with a ping of 100ms or higher.
- (B) Player's sudden physical illness or injury.

12.13.3Medical Pause.

During a Game, if a medical issue (such as illness, injury, or other similar conditions), renders a Player unable to continue and necessitates a pause, the Team is required to arrange for a substitute Player from the Team's roster within 5 minutes. The substitute must play with the same hero, utilize identical equipment, and adhere to the same settings as the Player being replaced, and will proceed with the Match without any adjustments. A player who is substituted due to a medical condition will be ineligible to participate in any of the remaining Games on that

match day. Should a Team find itself with four or fewer available Players, the Tournament Organizer will exercise its discretion to determine the outcome. Players may not un-pause the game themselves. The Game will be resumed once the countdown concludes or resumed by the Game Observer with Tournament Official's permission.

12.13.4 Unauthorized Pause.

If a Player pauses or un-pauses a Game without permission from a Tournament Official, it will be considered unfair play and disciplinary action will be imposed at the discretion of the Tournament Official.

12.13.5 Player Conduct During a Pause.

(A) For pauses under five minutes, Players are prohibited from communicating with one another until the pause concludes, indicated by a pause countdown displayed in the Game. In such cases, only a single Player is permitted to interact with Tournament Officials for the purpose of identifying or resolving the issue causing the pause. Unauthorized communication during the pause will result in a warning from the Tournament Officials and ignoring such a warning will lead to disciplinary action for non-compliance at the discretion of the Tournament Officials.

(B) For pauses lasting more than five minutes, Players are allowed to communicate with each other.

(C) For pauses lasting more than ten minutes, Players may request to use the bathroom, provided all Players leave and return together and avoid communicating with other individuals during this period.

(D) During a pause, coaches are not allowed to interfere with the Match through any means, including entering the Match Area. Also, coaches are not allowed to communicate with Players through any means during a pause, including by means of gestures, voice chat, and written materials.

12.14 Resume and Restart Protocol

12.14.1 Game Resume.

After the countdown concludes, the Game will immediately resume.

12.14.2 Review Period.

Within the first fifteen seconds after the Game resumes, Players are expected to play the Game as usual while a Tournament Official reviews whether the issue leading to the pause has been resolved. Based on this review, the Tournament Official has the discretion to initiate another pause if necessary.

12.14.3Confrontation State Pause Protocol.

The term “confrontation state” is defined as a situation where direct damage (damage caused by debuff not included) is made from a Hero to another within four seconds before the pause, or a situation where direct damage is expected between Heroes within four seconds after the Game resumes. If a pause occurs during a confrontation state, players will be instructed by the Tournament Officials to move their heroes to a safe area and cease confrontation for a brief duration (typically two to five seconds) once the Game resumes. After this period, the Game will be paused again and be resumed after the Tournament Officials ensure both Teams are ready. Non-compliance with a Tournament Official’s instructions, attempting to undermine fair play, or initiating unauthorized pauses will result in disciplinary action, subject to the discretion of the Tournament Officials.

12.14.4Time Machine Protocol.

In cases of special circumstances (such as network instability, equipment malfunctions, or malicious un-pause) that result in an unfair competition environment and significant disadvantages for one Team (such as losing a Tyrant or Overlord, heroes being killed), a coach may request that Tournament Officials activate the “Time Machine” protocol. The Tournament Officials, exercising discretion based on the specifics of the situation, will determine the time point at which the issue occurred. The Game will then be reset to the time point specified by the Tournament Officials and play will resume once both Teams are ready. The Tournament Officials will prioritize a time point where no confrontation has occurred. Given the strong continuity of the game, the fluctuation caused by Time Machine protocol could significantly disrupt this characteristic. Therefore, it is considered a less desirable solution.

12.14.5Game Restart.

If a Game is remade after a pause, the Game statistics before the pause will not be retained. The Tournament Officials will decide, in their discretion, whether the picks and bans shall be retained in the restarted Game. Retaining picks and bans means maintaining Players’ former choices of Heroes and Common Skills.

12.14.6Extreme Situations.

An extreme situation, which means none of the pause protocols listed above can be applied to resolve the situation, may include: (1) the game program fails to operate normally for a long period of time; (2) a bug appears, which would greatly affect the fairness of a Game; or (3) the Match is unable to continue, during the in-person tournament, due to force majeure such as Internet connection, electricity, or equipment breakdowns. If one of these extreme situations leads to a prolonged pause and the Game cannot be restored to the same state as it was before the extreme situation occurred, the Tournament Officials will, at their discretion, make one of the

following decisions:

- (A) Continue the Game in the Match Area;
- (B) Continue the Game in another environment suitable for Match play;
- (C) Remake the Game with picks and bans retained;
- (D) Remake the Game without picks and bans retained; or
- (E) Award one Team victory/defeat.

12.14.7 Passive Advantage from Official Decisions.

In the event that a Game or a Player's competitive performance is disrupted due to an unexpected pause, interruption, or technical issue, any advantage that may arise as a result of a ruling or decision made by the Tournament Officials shall be considered passively obtained and therefore deemed legitimate. Such advantages, provided they are not the result of intentional misconduct or rule violations, shall not be subject to dispute or reversal.

12.14.8 Non-Compliance.

If a Team Member fails to follow the instructions or decisions of a Tournament Official with respect to matters arising during the Match, the Player may be subject to sanctions, including:

- (A) A yellow-card warning for the first infraction;
- (B) A red-card warning for subsequent infractions following a yellow card, leading to ejection from the current Match and suspension from the next Match;
- (C) Further infractions will incur escalating sanctions, at the discretion of the Tournament Officials.

12.15 Procedures After the Match

12.15.1 Post-Match Protocols for In-Person Tournaments

Following the conclusion of each in-person Match, Players will be allotted a designated period to celebrate and engage in team communication. At the conclusion of this period, Tournament Officials will instruct both Teams to proceed to the center of the stage to conduct the official post-match handshake. Upon completion of the handshake, the Players of the winning team are required to bow to the audience as a gesture of respect and sportsmanship.

12.15.2 Match Results.

The Tournament Officials will confirm and record the Game result. For an in-person Tournament, both Teams are required to sign the Match Result Confirmation Form to affirm their agreement with the outcome. Players will then be informed of their standing within the Tournament and their next scheduled Match.

12.15.3Post-Match Obligations.

Players will be informed of all post-match obligations, including media appearances, post-game and backstage interviews, or further discussion of any Match matters. Players shall follow the instructions of the Tournament Officials with respect to the post-Match procedures applicable to the Tournament. Unauthorized actions, including changing hotel rooms or means of transport without permission, or not returning to the hotel during the night, are all prohibited. Players are not allowed to bring visitors to the team room, the hotel or transportations arranged by the Tournament Organizer without permission.

12.15.4Results of Forfeiture

Matches won by forfeit will be reported by the maximum margin it would take for one team to win the Match (e.g., 2-0 for best-of-two matches). No other statistics will be recorded for forfeited matches.

12.15.5Appeals.

Any appeal by a Team Member during a Game must initially be communicated to and confirmed with the Tournament Officials before the matter is escalated to the Tournament Organizer. The Tournament Organizer is responsible for reviewing appeals related to judgment errors made by referees or other Tournament Officials. If it is determined that these Official Rules were not correctly applied in a particular instance, the Tournament Organizer has the power to overturn the decision of the Tournament Official. The Tournament Organizer has the authority to review any decisions made before, during, or after a Match to ensure that proper procedures are followed.

13. VENUE AND MATCH AREA

13.1 Match Area.

Throughout the duration of a Match, access to the Match Area is limited only to the starting Players and coaches of the teams that are competing in the Match. No electronic devices, including mobile phones, tablets and smart devices (watches), are allowed in the Match Area during the Matches. No food is allowed in the Match Area, and drinks will be provided.

It is strictly forbidden to connect or use any electronic devices (e.g. phones, cameras, vaporisers, tablets, hand warmers etc.) to any USB hubs in the Match Area without prior examination and

approval from the tournament administrators. Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporiser) into the Match Areas permitted by the Tournament Officials. Such devices have to be handed to tournament administration before the match starts. Participants are not allowed to take photos and/or make any recordings on stage.

14. USE OF NAMES AND LIKENESSES

14.1 Grant of Rights by Team Members.

Each Team Member hereby grants the Tournament Organizer, EF, Tencent and their respective affiliates the unrestricted, worldwide, royalty-free, and fully sublicensable right to record, broadcast, live-stream, reproduce, distribute, publish, display, edit, and otherwise use their name, gamer tag, image, voice, likeness, gameplay, game statistics, in-game persona, and biographical information in connection with:

- (a) the live or recorded coverage of any part of the Tournament;
- (b) the marketing and promotion of the Tournament, Honor of Kings, or related events; and
- (c) any other promotional content created by EF or the Tournament Organizer.

All participants acknowledge that their matches may be broadcast, and they may not opt out of being filmed, streamed, or interviewed during the Tournament, including on designated media days. Team Members may be requested to provide promotional assets, participate in interviews, or attend photoshoots, and such participation is mandatory unless otherwise excused in writing by the Tournament Organizer or EWC. Failure to comply may result in penalties as defined in these Official Rules.

14.2 Ownership of Streams and Broadcasts.

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of all or any part of a Tournament are owned by EF, the Tournament Organizer, or their respective licensors. Tencent, as licensor of *Honor of Kings*, retains all intellectual property rights in the game itself. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

14.3 Bench Area.

Access to the bench area is exclusively reserved for Team Members. Coaches may watch the game and monitor players' real-time audio communications during Games in the bench area. No food is allowed and drinks will be provided in the bench area.

14.4 Team Lounge.

Access to the team lounge is exclusively reserved for Team Members, with entry permission determined by the Tournament Organizer. Team Members are required to adhere to applicable rules and uphold order within the Team Lounge. Loud noises or roughhousing are not allowed to prevent any disturbance to other Teams.

14.5 Feedback.

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to Tencent or the Tournament Organizer with respect to the operation of, or improvements for, a Tournament or *Honor of Kings*. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Tencent or the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Tencent, Tencent shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise.

15. DISPUTE RESOLUTION

15.1 Governing Law.

These Official Rules and any additional rules provided by the Tournament Organizer for a specific event (“**Supplemental Rules**”) will be governed by the laws of Singapore, without reference to its laws relating to conflicts of law.

15.2 Finality of Certain Decisions.

All decisions regarding player eligibility, sponsor restrictions, Tournament scheduling and staging, and disciplinary action for misconduct lie solely with the Tournament Organizer or, at the option of the Tournament Organizer, with Tournament Officials. The decisions of the Tournament Organizer and/or the Tournament Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

15.3 Arbitration.

Any dispute arising out of or in connection with these Official Rules or any Supplemental Rules, including any question regarding their existence, validity, or termination, shall be referred to and finally resolved by arbitration administered by the Singapore International Arbitration Centre (“SIAC”) in accordance with the Arbitration Rules of the Singapore International Arbitration Centre (“SIAC Rules”) for the time being in force, which rules are deemed to be incorporated by reference in this Section. The seat of the arbitration shall be Singapore. The Tribunal shall consist of one arbitrator. The language of the arbitration shall be English. The arbitration tribunal will have no authority to award indirect, incidental, consequential, special, punitive, or exemplary damages of any kind. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

15.4 Remedies.

Notwithstanding the foregoing, EF, Tencent, or the Tournament Organizer shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by EF, Tencent, or the Tournament Organizer of any of the provisions of these Official Rules or the applicable Supplemental Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain EF, Tencent, or the Tournament Organizer from operating any Tournament event or distributing any streams or other audiovisual content. Neither Tencent nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team or Team Member. Neither EF nor the Tournament Organizer has any fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these Official Rules or any Supplemental Rules to any property of Tencent, EF, the Tournament Organizer, or any of their respective affiliates or group companies.

Disputes Regarding Game Mechanics. Any dispute, question, or appeal relating to game content, game settings, hero availability, ban/pick procedures, or other in-game mechanics shall be escalated to Tencent for final determination. Tencent’s decision on such matters shall be final and binding on all parties, including the Tournament Organizer, Tournament Officials, Teams, and Team Members.

16. INTERPRETATION AND CONSTRUCTION

16.1 Tournament Organizer’s Right of Interpretation.

Any matters relating to the Tournament or *Honor of Kings* that are not covered by these Official Rules shall be subject to an interpretation made by the Tournament Organizer and provided to the

Teams from time to time in the form of an update to, or interpretation of, these Official Rules. All decisions made by the Tournament Organizer and the Tournament Officials regarding interpretations of these Official Rules are final and binding.

16.2 Additional Terms.

Team Members may be required to accept additional terms from EF or the Tournament Organizer in order to participate in the Tournament. All play of *Honor of Kings* is subject to compliance with the Terms of End User License Agreement in effect for the Player's region. The Tournament Organizer, in consultation with EF and Tencent, reserves the right to modify or cancel some or all of the Tournament at any time.

16.3 Business Judgment.

Whenever these Official Rules grant, confer or reserve to EF, Tencent, or the Tournament Organizer the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of EF, Tencent, and the Tournament Organizer will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of EF, Tencent, and the Tournament Organizer and the short and long term interests of the Tournament, *Honor of Kings* and the businesses and activities of the affiliates and group companies of EF, Tencent, and the Tournament Organizer. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that EF, Tencent, the Tournament Organizer or any tournament official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Official Rules.

16.4 Language.

These Official Rules have been written in the English language. In the event of a conflict in interpretation between the English version and a translation of these Official Rules, the English version shall control.

17. PRIVACY AND DATA PROTECTION

By participating in the Event, each Participant acknowledges that EF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable Privacy Policy made available on the EWC event website or otherwise provided to Participants.

18. CHANGELOG

Any material changes to this document will be listed in this document and will be listed in this Changelog section.

Version	Date Updated	Note
Version 0.8	13 March 2026	First Draft
Version 1.0	21 May 2026	Second Draft
Version 1.1	3 June 2026	Final Draft

APPENDIX 1 – TOURNAMENT STRUCTURE

1. Schedule.

The Tournament starts on *July 30th, Thursday* and ends on *August 8th, Saturday*, with the following stages:

- (A) Playin: *July 30th ~ July 31st*
- (B) Group Stage: *August 1st ~ August 4th*
- (C) Playoff: *August 5th ~ August 8th*
- (D) Third Place Match: *August 8th*
- (E) Finals: *August 8th*

2. Participating Teams.

There will be a total of 20 Teams participating in the Honor of Kings World Cup at 2026 Esports World Cup. 12 Teams will be invited directly to the Group Stage, while the remaining 8 teams will be invited to the Playin Stage.

Source	Slot(s)	Qualified/Invited to
Title Defender	1	Group Stage
King Pro League (KPL) Spring 2026	1	Group Stage
Indonesia Kings Liga Spring 2026	2	Group Stage
Philippines Kings League Spring 2026	2	Group Stage
MY Honor of Kings League Spring 2026	3	Group Stage
Honor of Kings Brazil Championship Fall 2026	1	Group Stage
Honor of Kings Major League Spring 2026	1	Group Stage
King's Arise India: KWC at EWC26 Qualifier	1	Group Stage
RoV Pro League 2026 Summer	1	Playin

Arena of Glory Spring 2026	1	Playin
Garena Challenger Series Spring 2026	1	Playin
Indonesia Kings Liga Spring 2026	1	3rd: Playin
Philippines Kings League Spring 2026	1	3rd: Playin
Honor of Kings Brazil Championship Fall 2026	1	2nd: Playin
Honor of Kings Major League Spring 2026	1	2nd: Playin
King's Arise India: KWC at EWC26 Qualifier	1	2nd: Playin

3. **Format.**

3.1 **Playin Draw.**

Playin Seeding will consist of one (1) Pool, to which the eight (8) Teams will be put into:

- **Pool 1**
 - No seeding, all eight (8) teams will be in this pool

The Drawing Process

The draw is conducted sequentially to fill Groups A and B:

Group Placement: Each team is randomly drawn and placed into the next available group in alphabetical order (A → B → A → B)

Group Bracket Position: After teams are assigned to a group, each team will draw a position number (1–4) to determine their placement in the brackets:

- Position 1: Top of the 1st bracket
- Position 2: Bottom of the 1st bracket
- Position 3: Top of the 2nd bracket
- Position 4: Bottom of the 2nd bracket

Separation Rule

There can only be a maximum of 2 AOV Teams in a single group, if the 3rd AOV Team is drawn into a similar group, they will automatically be moved to the next group.

3.2 Playin Stage Format.

The Playin Stage will feature eight (8) Teams, divided into two (2) groups of four (4) Teams each. Each group will compete in a Double Elimination format.

- The 1st and 2nd place Teams in each group will advance to the Group Stage.
- The 3rd and 4th place Teams in each group will be eliminated from the tournament.

All Playin Stage matches will be played in a Best-of-3 (Bo3) format, with Global Ban&Pick..

3.3 Group Draw (Group Stage Seeding).

The group draw will be conducted live on July 31st by the Tournament Organizers. The draw will consist of four (4) Pools, to which the sixteen (16) Teams will be split into.:

- **Pool 1**
 - Group A: Title Defender
 - Group B: Malaysia Kings League Spring 2026 1st
 - Group C: King Pro League (KPL) Spring 2026 1st
 - Group D: Malaysia Kings League Spring 2026 2nd
- **Pool 2**
 - Malaysia Kings League Spring 2026 3rd
 - Honor of Kings Major League 1st
 - Indonesia Kings League Spring 2026 1st
 - Philippines Kings League Spring 2026 1st
- **Pool 3**
 - Honor of Kings India 1st
 - Indonesia Kings League Spring 2026 2nd
 - Philippines Kings League Spring 2026 2nd
 - CHOKBR Fall 2026 1st
- **Pool 4**
 - Qualified Team from Playin A1
 - Qualified Team from Playin A2
 - Qualified Team from Playin B1
 - Qualified Team from Playin B2

The Drawing Process

The draw is conducted sequentially to fill Groups A, B, C, and D:

Order of Draw: Drawing begins with Pool 2, then Pool 3, and concludes with Pool 4.

Group Placement: Each team is randomly drawn and placed into the next available group in alphabetical order (A → B → C → D)

Group Bracket Position: After teams are assigned to a group, each team will draw a position number (2–4) to determine their placement in the brackets:

- Position 1: Top of the 1st bracket (Pool 1 teams will be in this position for each group)
- Position 2: Bottom of the 1st bracket
- Position 3: Top of the 2nd bracket
- Position 4: Bottom of the 2nd bracket

3.4 Group Stage Format.

The Group Stage will feature sixteen (16) Teams, divided into four (4) groups of four (4) Teams each. Each group will compete in a Double Elimination format.

- The 1st and 2nd place Teams in each group will advance to the Playoff Stage.
- The 3rd and 4th place Teams in each group will be eliminated from the tournament.

All Group Stage matches will be played in a Best-of-3 (Bo3) format, with Global Ban&Pick.

3.5 Playoff Draw (Playoff Seeding).

The playoff draw will be conducted live on August 4th by the Tournament Organizers. The draw will consist of two pools, to which the eight (8) Teams will be split into.:

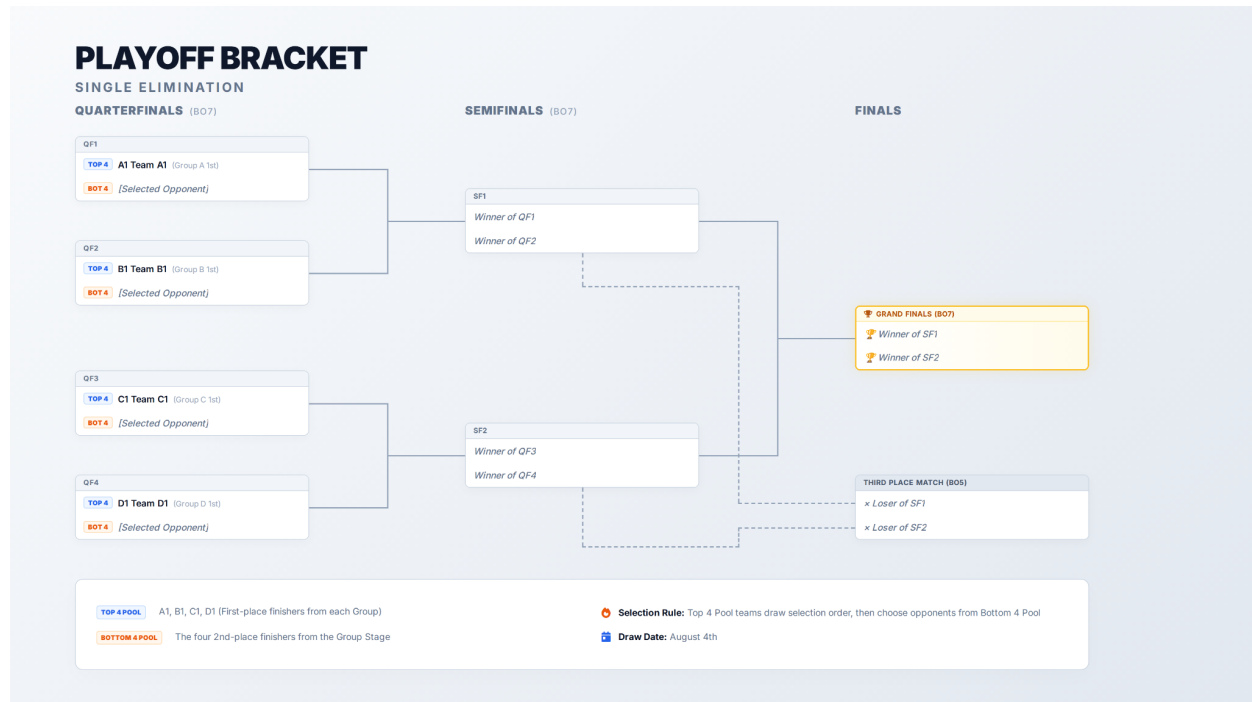
- **Top 4 Pool:** A1, B1, C1, D1 (First-place finishers from each Group)
- **Bottom 4 Pool:** The four 2nd-place finishers from the Group Stage

A live draw will be conducted by the Tournament Organizer prior to the start of the Playoffs to determine Quarterfinal matchups, subject to the following conditions:

- The four (4) teams in the Top 4 Pool will be seeded directly into the upper side of each Quarterfinal bracket (QF1–QF4), in a fixed order, A1 to QF1, B1 to QF2, C1 to QF3 and D1 to QF4. QF1 to QF4 brackets are located from top to bottom in the Playoffs Quarterfinal round in sequence.
- The four (4) teams in the Top 4 Pool will take turns to draw their selection order
- Based on the drawn selection order, they will choose their opponents from the Bottom 4 Pool.

Teams are required to make one (1) player available for this broadcast segment. The specific schedule will be communicated in line with the overall daily schedule. The broadcast production

team may require a specific player to be present, which will be communicated at least 3 hours prior to the segment.



3.6 Playoff Format.

Eight (8) teams will compete in a Single Elimination bracket based on the Knockout Stage Draw. All matches in this stage, including the Quarterfinals, Semifinals, and Grand Finals, will be played in a Best-of-7 (Bo7) format, with Global Ban&Pick and Ultimate Battle.

- (A) The winners of each bracket half will advance to the Grand Finals.
- (B) The losing teams from the Semifinals will play in the Third Place Match.
- (C) All matches are elimination matches. Teams that lose a match in this stage will be eliminated from the tournament and will not progress further.

3.7 Third Place Match Format.

The Third Place Match will be played between the two (2) teams that lose in the Playoff Stage of the Semifinals. This match will be conducted in a Best-of-5 (Bo5) format. The winner will be awarded third place in the final standings.

3.8 Finals Format.

The Grand Finals will be played in a Best-of-7 (Bo7) format. The first team to win four (4) games will be crowned the Champion of the Tournament.

4. **Prize Distribution**

4.1 **Prize Pool**

Standing	Prize Money (USD)
1st	\$600,000
2nd	\$360,000
3rd	\$280,000
4th	\$200,000
5th -8th	\$150,000
5th -8th	\$150,000
5th -8th	\$150,000
5th -8th	\$150,000
9th-12th	\$110,000
9th-12th	\$110,000
9th-12th	\$110,000
9th-12th	\$110,000
13th-16th	\$80,000
13th-16th	\$80,000
13th-16th	\$80,000
13th-16th	\$80,000
17th-18th	\$60,000
17th-18th	\$60,000
19th-20th	\$40,000

Standing	Prize Money (USD)
19th-20th	\$40,000
Final MVP	\$25,000

4.2 Team Non-Attendance and Prize Pool Reallocation

In the event that a qualified team is unable to attend the tournament and a suitable replacement cannot be secured, the tournament will proceed with the remaining field of competitors. The prize money originally allocated to the vacant positions (calculated from the lowest available prize-tier upward for each missing team) will be withheld and redistributed equally among the prize pools of all participating teams.

4.3 KINGS MOMENT REWARDS INTRODUCTION

- **Purpose:** The "Kings' Moment Rewards" is established to inspire competing players to achieve peak athletic performance under high-pressure scenarios, foster iconic gameplay moments, and drive global engagement through strategic social media amplification. This project is supported and funded by **Tencent TiMi L1 Studio**.
- **Scope of Application:** This supplement applies strictly to official Play-in Stage, Group Stage and Playoffs Stage matches of the KWC at EWC26. It excludes any show matches, play-tests, warm-up matches, or scrimms.

4.3.1 Bounty Structure

The incentive framework operates on a dual-track model combining a Base Bounty and a Promotion Bounty, executed as follows:

Tournament Tier	Base Bounty	Promotion Bounty (Social Media Amplification)
Global Finals Level (KWC at EWC2026)	The core player who triggers the highlight will receive \$500 USD. The remaining actively fielded teammates on-stage for that specific match will receive \$100 USD each.	If the officially published highlight clip achieves an Likes + Comments + Shares/Retweets $\geq 30,000$ within 7 days of publication on the Honor of Kings Esports official social media channels (limited to Facebook, YouTube,

Tournament Tier	Base Bounty	Promotion Bounty (Social Media Amplification)
		TikTok, and Instagram), a matching bonus will be triggered: The core player receives an additional \$500 USD, and each teammate receives an additional \$100 USD.

4.3.2 Evaluation Criteria for "Kings' Moment Rewards"

To qualify for any bounty, a highlight must satisfy both the automated In-Game Trigger and the qualitative post-match verification by the Tournament Referee Panel. Intentional performance manipulation is strictly prohibited.

Highlight Type	Technical & Tactical Requirements	In-Game Trigger	Referee Evaluation & Contextual Notes
Penta Kill	Eliminate 5 enemies consecutively in a single game.	Penta-Kill	
Clutch Initiate	Execute 5 critical plays to decisively turn the tide and secure victory	5x Crucial Initiate / Instakill	Subject to the official in-game broadcast confirmation and match history database records.
Scream Time	Single-handedly destroy the enemy crystal while trailing by 5k gold	Solo Destroyer	The team's net worth must be at least 5,000 Gold behind the opponent at the exact moment the enemy Crystal destroyed.
Dancing Fingers	Reverse 2 1vN team fights with unmatched agility	2x Turning Tides	Subject to the official in-game broadcast confirmation and match history database records.

Highlight Type	Technical & Tactical Requirements	In-Game Trigger	Referee Evaluation & Contextual Notes
Dragon Slayer	Steal the Tempest Dragon in a clutch moment and igniting a legendary comeback	Miraculous Comeback + Crucial Kill Theft	Miraculous Comeback must satisfy at least one of the following criteria: 1. All allied High-Ground Turrets are destroyed while the enemy retains at least two (2) High-Ground Turrets; 2. The maximum or end-game gold deficit is $\geq 7,500$ Gold; 3. The enemy team leads the total kill count by ≥ 15 kills at the time of the steal.

4.3.3 Verification, Claim, and Settlement Procedures

- **Technical Audit:** Following the conclusion of each match, the Tournament Data Center and Referee Panel will perform a technical audit within 24 hours to verify that the highlight meets all listed technical specifications.
- **Promotion Bounty Claim Window:** To claim the social media amplification bonus, clubs must submit a formal claim to the Tournament Organizing Committee (Official Email: hokesports@tencent.com) between the **8th and 10th day** following the official publication of the clip. The submission must include verified links and screenshots embedded with definitive timestamps showing engagement metrics. Late submissions will result in the immediate forfeiture of the Promotion Bounty for that highlight.
- **Payment Timeline:** All verified "Kings' Moment" bounties will be aggregated and processed by Tencent for disbursement to the club's registered legal entity by **the end of December 2026**.

4.3.4 Competitive Integrity and Forfeiture Clause

- **Competitive Integrity:** The incentive plan relies strictly on genuine, uncompromised professional competition. If any player, coach, or organization is found guilty of performance manipulation, intentional stat-padding, match-fixing, collusion, throwing, or any form of cheating or unsportsmanlike conduct, they will face immediate severe penalties. In addition to the maximum penalties outlined in Section 7 of the Main

Rulebook (including multi-year bans and disqualification), **the Organizing Committee reserves the right to retroactively cancel, withhold, or seize 100% of the "Kings' Moment" bounties accrued by the offending organization.**

- **Finality of Decisions:** The Tournament Organizing Committee, the Referee Panel, and the Disciplinary Committee maintain exclusive, absolute, and final authority regarding the technical evaluation of highlights, the auditing of social media engagement metrics, and the determination of integrity violations. By participating in KWC at EWC 26, all teams and members unconditionally agree to these terms.