



AOC MASTERS ONLINE
TOURNAMENT 2020

VALORANT

Tournament Rules

(Version 1.0, 2020)

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BACKGROUND AND PURPOSE

These AOC Masters Tournament Tournament Rules (“Tournament Rules”) establish the general rules applicable to the play of VALORANT at all AOC Masters Tournament events. They include rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Tournament Rules include the general terms set forth in Sections 1 – 12 below (“General Terms”), as well as the specific terms in the Appendices attached hereto. The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Terms and all other Appendices.

These Tournament Rules apply to the individual (natural person), entity and/or group (“Owners”) who registered a team (“Team”) to participate in the AOC Masters Tournament in accordance with the Esports Registration Procedures and Rules (“Registration Rules”) and to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to in these Tournament Rules as the “Team Members”.

Teams will be selected to participate in the AOC Masters Tournament through various mechanisms. Most Teams will be selected to participate based on placement in the open online qualifiers described in these Tournament Rules. Teams may also be selected based on other criteria developed and administered by the Organizer from time to time.

These Tournament Rules apply to online regional Qualifiers and AOC Masters (“Tournament”).

These Tournament Rules and the Registration Rules form a contract between a Team Member and the Organizer. Each Team Member is required to read, understand, and agree to these Tournament Rules and the Registration Rules before participating in any Tournament.

BY PARTICIPATING IN ANY TOURNAMENT, YOU AGREE TO THESE TOURNAMENT RULES AND THE REGISTRATION RULES. IF YOU DO NOT ACCEPT THESE TOURNAMENT RULES AND THE REGISTRATION RULES, AND ABIDE BY THEM DURING YOUR PARTICIPATION IN THE TOURNAMENTS, YOU WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE AOC Masters Tournament.

GENERAL TERMS

1. Acceptance of Tournament Rules

1.1. Acceptance

- 1.1.1. Each Team Member must agree to these Tournament Rules and the Registration Rules in order to participate in the AOC Masters Tournament. A Team Member may accept these Tournament Rules by registering to participate in the AOC Masters Tournament in accordance with the Registration Rules or by participating in any Tournament.

1.2. Changes to Tournament Rules

The field of esports is changing rapidly as are the games that are played in esports, and these Tournament Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and the updates to VALORANT. Accordingly, the Tournament Organizer may update, amend or supplement these Tournament Rules from time to time; and may interpret or apply these Tournament Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these Tournament Rules will be provided to the Team's Team Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these Tournament Rules to other Team Members. Participation in the AOC Masters Tournament will constitute acceptance of the changed rules, instructions and guidance.

2. Players

2.1. Eligibility

- 2.1.1. **Player Age.** In order to be eligible to participate in a Tournament as a player, an individual must be older than 18 years of age before the start of the Tournament, 18 years of age defined as having lived 18 full years. If a player is under such age but older than 16 years of age (i.e. the player has lived for at least 16 calendar years) as of the Tournament start date, he or she may still enter the Tournament if he or she meets the other eligibility criteria in these Tournament Rules and the Registration Rules and a parent or legal guardian accepts these Tournament Rules and the Registration Rules on behalf of the player, and consents to the player's participation in the Tournament, using a parental consent form provided by the Tournament Organizer. Tournament Organizer will receive parental consent form after the player advances to the grand final.
- 2.1.2. **Regional Requirement.** The top Teams from each Region will compete in the AOC Masters Tournament Finals. In order to maintain the regional identity of teams that compete in the AOC Masters Tournament and to encourage the type of regional identification that is important to fans and sponsors, each Team

is required to maintain, at all times during the AOC Masters Tournament, no fewer than four players that are Residents (as defined below) of the Team's home Region.

- (A) Team's Region. A Team's home Region is identified by the Team Captain at the time of registration and may not be changed at any time during the AOC Masters Tournament without the prior written approval of the AOC Masters Tournament Officials.
- (B) Resident Defined. A player is considered a "Resident" of a particular Region for the purposes of the AOC Masters Tournament if the player is either (i) a lawful resident of a jurisdiction in such Region for at least one year prior to the date that the player registers for the AOC Masters Tournament, or (ii) a citizen or national of a country in such Region. All matters relating to the determination of a player's Region shall, for purposes of the AOC Masters Tournament, be resolved by the AOC Masters Tournament Officials in their sole discretion.
- (C) Certification of Residency. All players shall certify their residency prior to participation in any live by providing proof of residency as defined below. AOC Masters Tournament Officials reserve the right to request legal proof to verify a player's age, residency or compliance with other eligibility requirements in these Tournament Rules or in the Registration Rules.
- (D) Proof of Residency. In order to be certified as a Resident by AOC Masters Tournament Officials, a player must prove lawful residency in the Region with a valid identification document (e.g. driver's license, passport, national identity card) issued by a governmental authority of a jurisdiction in the Region or have a valid residency visa (i.e., work visa, athlete visa, student visa).
- (E) Single Residency Status. A player may only be a Resident of a single Region at any point in time. A player who has lawful resident status in multiple Regions cannot be a Resident of two Regions simultaneously. Once a player declares residency in one Region in which he/she is eligible, the player may only switch Regions with advance approval by AOC Masters Tournament Officials. If a player becomes a lawful resident of a jurisdiction located in another Region during the course of the AOC Masters Tournament competitive season, the AOC Masters Tournament will only recognize the player as a Resident of such Region as of the date of the first Tournament Game in the Finals.
- (F) Residence Requirement Violations. Each Team is responsible for ensuring that its players meet the applicable residency requirements and that the Team has the required minimum number of players who are residents of its Region. It shall be a violation of these Tournament Rules, by both the Team and the player, if a

player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and Region. Such a violation will subject the Team and/or player to disciplinary measures as outlined in these Tournament Rules and the Registration Rules.

2.2. No Tournament Organizer Employees

Team Members may not be employees of the Tournament Organizer or any of their respective affiliates at any point during the AOC Masters Tournament competitive season.

2.3. Player Names

Player Names will be selected at the time of registration and may not be changed at any time during the AOC Masters Tournament without the prior written approval of the AOC Masters Tournament Officials.

A Player Name may not include any word or phrase in any language that is offensive, toxic or hurtful. A Player Name may not include all or part of a corporate name or make use of the trademarks or other intellectual property of AOC, VALORANT or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Player Name shall be with the player. AOC Masters Tournament Officials reserve the right to reject any Player Name selected by a player for any reason and to require the player to select an alternate Player Name that complies with these Tournament Rules.

2.4. Registration

All players must comply with the Registration Rules to be eligible to compete in any Tournament. All players must register (as a group with their teammates) for the AOC Masters Tournament through <https://hk.aoc.com/aocmasters.php>. A player in the AOC Masters Tournament may not compete for more than one Team. Registration for the AOC Masters Tournament is open from October 9, 2020 until October 18, 2020.

The team leader must join discord and follow up all instructions from the local referees. Please join discord here: [\[Discord link\]](#)

2.5. Tournament-Related Events

The Tournament Organizer shall have the right to require players to cooperate in carrying out various media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by the Tournament Organizer in connection with the marketing and promotion of the AOC Masters Tournament and/or VALORANT ("Media Events"), provided that these Media Events do not unduly interfere with a player's game preparation or participation.

The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Organizer. The Tournament Organizer shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3. Teams and Owners

3.1. Roster Requirements

- 3.1.1. Starters and Substitutes. Each Team is required to maintain, at all times during the AOC Masters Tournament, five players in the Team's starting lineup ("Starters"). A Team has the option of adding one additional player who shall act as a substitute ("Substitute"). AOC Masters Tournament Officials shall have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register six players, which is the maximum number of players allowed.
- 3.1.2. Minimum Roster Requirement. All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must at all times comply with the minimum roster requirement during the AOC Masters Tournament.
All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.
- 3.1.3. Team Captain. Each Team must designate one player as its captain when completing the online registration process ("Team Captain"). The Team Captain will be responsible for all Team communications with AOC Masters Tournament Officials. The AOC Masters Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the by AOC Masters Tournament Officials.

3.2. Submission of the Roster and Team Registration

Before the start of the AOC Masters Tournament, each Team must register its roster (including all Starters and any Substitute) using the online tools provided by the Organizer. No changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the AOC Masters Tournament Officials (including for changes due to sickness, visa issues, etc.).

3.3. Team Names and Logos

The Team's name will be selected at the time of registration and may not be changed at any time during the AOC Masters Tournament without the prior

written approval of the AOC Masters Tournament Officials. All Team names must be different and unique. Neither a Team's name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of AOC, VALORANT or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a Team will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the Team is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team name shall be with the Team. AOC Masters Tournament Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with these Tournament Rules.

3.4. Concurrent Ownership

3.4.1. Rules on Concurrent Ownership. To preserve the competitive integrity of the

AOC Masters Tournament, the following rules apply:

- (A) No individual or entity may (i) lend money to, (ii) guarantee the debts or obligations of, or (iii) participate in the financing of more than one Team per Region, with a maximum of two Teams total across all Regions.
- (B) No two Teams may operate under the same Team name. All Team names must be different and unique. Teams using similar logos must make them clearly distinct.

3.4.2. Exceptions to the Rules on Concurrent Ownership. Any exceptions to the foregoing rules shall require the prior written approval of the Tournament Organizer.

3.5. Sponsorships

Participants are prohibited from being sponsored in a VALORANT event by any brand whose business falls within the Globally Prohibited Sponsorship Categories (Appendix 2)

4. AOC MASTERS TOURNAMENT STRUCTURE & SCHEDULE

4.1. Overview

Each Team will compete against other Teams in its Region for a spot in the AOC Masters Tournament. Teams may also be selected to participate in the Group Stage based on other criteria developed and administered by the Organizer from time to time.

Teams will be able to sign up on AOC Website and play Qualifier to the finals by playing in the Qualifier for each region.

4.2. Regions

The Regions for international play are set forth below. The top Team(s) from each Region, based on the number of slots available to each Region as set forth below, will be invited to participate in the AOC Masters Tournament. AOC Masters Tournament Officials will make final decisions as to eligible countries and jurisdictions and number of AOC Masters Tournament slots for each Region.

Hong Kong (2 Teams)

Taiwan (2 Teams)

Thailand (4 Team)

Singapore (2 Team)

Philippines (2 Teams)

Indonesia (2 Team)

Malaysia (2 Team)

During the Qualifier, 7 regions will compete in Local Tournaments. The AOC Masters Tournament is broken up into two stages: the Group Stage (Best of one Round-Robin), Knockout Stage and both stages are Online Events.

4.2.1. Group Stage.

The Group Stage consists of 16 teams.

After 7 regions Qualifier, 16 teams advanced to Group Stage.

- 16 Teams were drawn into 4 Groups.
- The Top 2 finishers from each group will move on to the Knockout Stage.

Drawing Method

7 Teams from Qualifier Winner are **Top 7 seeding** in the first drawing round.

In the first drawing round, Top 7 Seeding will be drawn in 4 Groups first, each group has two teams, the same regional team **will not be drawn** in the same Group. After the Top 7 Seeding drawing, other 9 teams will be drawn. Same regional team in the same Group is permitted in this phrase. They will play a best-of-one single round robin.

GROUP STAGE

B01

Group Stage Day 1				
Date	Time (GMT+7)	Team A		Team B
19 Nov (Thu)	15:00 - 16:00		vs	
	16:00 - 17:00		vs	
	17:00 - 18:00		vs	
	18:00 - 19:00		vs	
	19:00 - 20:00		vs	
	20:00 - 21:00		vs	
Tie-Break (If any)	21:00 - 22:00		vs	

GROUP A
GROUP B
GROUP C
GROUP D

Group Stage Day 2				
Date	Time (GMT+7)	Team A		Team B
20 Nov (Fri)	15:00 - 16:00		vs	
	16:00 - 17:00		vs	
	17:00 - 18:00		vs	
	18:00 - 19:00		vs	
	19:00 - 20:00		vs	
	20:00 - 21:00		vs	
Tie-Break (If any)	21:00 - 22:00		vs	

Group Stage Day 3				
Date	Time (GMT+7)	Team A		Team B
21 Nov (Sat)	15:00 - 16:00		vs	
	16:00 - 17:00		vs	
	17:00 - 18:00		vs	
	18:00 - 19:00		vs	
	19:00 - 20:00		vs	
	20:00 - 21:00		vs	
Tie-Break (If any)	21:00 - 22:00		vs	

Group Stage Day 4				
Date	Time (GMT+7)	Team A		Team B
22 Nov (Sun)	15:00 - 16:00		vs	
	16:00 - 17:00		vs	
	17:00 - 18:00		vs	
	18:00 - 19:00		vs	
	19:00 - 20:00		vs	
	20:00 - 21:00		vs	
Tie-Break (If any)	21:00 - 22:00		vs	

Check in

According to the schedule, the team should check-in in the discord channel before 30 minutes of the match start. If the team still does not check in before 10 minutes of the match start. It will be penalized and lose the match with the worst score possible.

Score

In the group stage, each team will get 1 point when they win the match. If the team loses in the match, they will get 0 points. After the single round robin, the top 2 teams from each group will move on to the Knockout Stage.

GROUP E	MATCH1			MATCH2			MATCH3			Total Score (W-L)	Total Score Difference	Points (Round Win)	
TEAM:	VS	Round Score	Round Score Difference (Scored - against)	VS	Round Score	Round Score Difference (Scored - against)	VS	Round Score	Round Score Difference (Scored - against)				
TEAMA	TEAMB	13 - 9	4	TEAMC	13 - 7	6	TEAMD	13 - 8	5	39 - 24	15	3	Winner in the match
TEAMB	TEAMA	9 - 13	-4	TEAMD	13 - 8	5	TEAMC	13 - 10	3	35 - 31	4	2	Move to the Knockout Stage
TEAMC	TEAMD	13 - 8	5	TEAMA	7 - 13	-6	TEAMB	10 - 13	-3	30 - 34	-4	1	Tie break
TEAMD	TEAMC	8 - 13	-5	TEAMB	8 - 13	-5	TEAMA	8 - 13	-5	24 - 39	-15	0	

(E.g. Team A win three matches in the group stage, they will get 3 points. Team B win two matches in the group stage, they will get 2 points. Team A and B get the higher points, they will process to the knockout stage.)

If a number of teams are tied by win-loss difference at the end of the group, their ranking order will be decided as described below.

1. Total Score difference will be a consideration if a number of teams have the same score.

GROUP E	MATCH1			MATCH2			MATCH3			Total Score (W-L)	Total Score Difference	Points (Round Win)	
TEAM:	VS	Round Score	Round Score Difference (Scored - against)	VS	Round Score	Round Score Difference (Scored - against)	VS	Round Score	Round Score Difference (Scored - against)				
TEAMA	TEAMB	13 - 7	6	TEAMC	13 - 5	8	TEAMD	13 - 8	5	39 - 20	19	3	Winner in the match
TEAMB	TEAMA	7 - 13	-6	TEAMD	7 - 13	-6	TEAMC	13 - 12	1	27 - 38	-11	1	Move to the Knockout Stage
TEAMC	TEAMD	13 - 6	7	TEAMA	5 - 13	-8	TEAMB	12 - 13	-1	30 - 32	-2	1	Tie break
TEAMD	TEAMC	6 - 13	-7	TEAMB	13 - 7	6	TEAMA	8 - 13	-5	27 - 33	-6	1	

(E.g. Team B,C & D both win one match in the group stage. Their points are the same. After considering the total score difference, Team C gets the higher score, they will move to the Knockout stage.

2. If two teams have the same score, both teams need to participate in Tie Break. They will play a Best-of-one match. System randomly determines the map and both teams' sides. The winner will advance to the Knockout stage.

3. If more than two teams have the same score, they need to attend tie break. They will play a double-elimination match. One team will be drawn as a seed. System randomly determines the map and both teams' sides. The winner will advance to the Knockout stage.

GROUP E	MATCH1			MATCH2			MATCH3			Total Score (W-L)	Total Score Difference	Points (Round Win)	
TEAM:	VS	Round Score	Round Score Difference (Scored - against)	VS	Round Score	Round Score Difference (Scored - against)	VS	Round Score	Round Score Difference (Scored - against)				
TEAMA	TEAMB	13 - 12	1	TEAMC	13 - 1	12	TEAMD	13 - 8	5	39 - 21	18	3	Winner in the match
TEAMB	TEAMA	12 - 13	-1	TEAMD	7 - 13	-6	TEAMC	13 - 12	1	32 - 38	-6	1	Move to the Knockout Stage
TEAMC	TEAMD	13 - 6	7	TEAMA	1 - 13	-12	TEAMB	12 - 13	-1	26 - 32	-6	1	Tie break
TEAMD	TEAMC	6 - 13	-7	TEAMB	13 - 7	6	TEAMA	8 - 13	-5	27 - 33	-6	1	

(E.g. Team B,C & D are the same points and Score. They need to attend the tie break. They will play a double-elimination match.)

4.2.2. Knockout Stage.

In the Knockout Stage, 8 Teams will play host to the first 2 rounds of best-of-three, single elimination bracket. The last two teams will play a best-of-five matches.

Check in

According to the schedule, the team must check-in in discord channel before 1.5hour of the match starts.

The Schedule is as below

KNOCKOUT STAGE

Round of 8 : BO3					
Round of 8					
Date		Time (GMT +7)	Team A		Team B
11 Dec (Fri)	Round of 8	11:00-14:00	Group A 1	vs	Group D 2
	Round of 8	14:00-17:00	Group B 1	vs	Group C 2
	Round of 8	17:00-20:00	Group C 1	vs	Group B 2
	Round of 8	20:00-23:00	Group D 1	vs	Group A 2
Round of 4 : BO3					
Round of 4					
Date		Time (GMT +7)	Team A		Team B
12 Dec (Sat)	Round of 4	13:00-16:00	Winner of (Group A 1 vs Group D 2)	vs	Winner of (Group D 1 vs Group A 2)
	Round of 4	16:00-19:00	Winner of (Group B 1 vs Group C 2)	vs	Winner of (Group C 1 vs Group B 2)
Knockout Stage Day 3					
Date		Time (GMT +7)	Team A		Team B
13 Dec (Sun)	3rd match	13:00-16:00		vs	
	Grand Final	16:00-21:00		vs	

5. Online Events

5.1. Game Version

The version of VALORANT used for Tournament Games will be determined by the Tournament Organizer.

5.2. Player Accounts

Valorant nickname has to be in format Riot ID#Tagline. Any other format will be invalid. You are not allowed to share or use another person’s game account. Your account is for your use, and your use alone.

5.3. Punctuality

All matches in the AOC Masters Tournament should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration. All participants should be ready for 60 minutes before the scheduled time for each match. In offline events, we expect every player to be at the tournament area as stated in the tournament directions info mails to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late for any match, please inform a tournament official as soon as possible!

5.4. Start of a Game

Once all players of each Team have arrived, two teams captains confirm all players are ready to begin the game. Once each Team Captain confirms readiness, Lobbies holders can start the game.

5.5. Cheating Allegation process

To accommodate cheating allegations and suspicions, all players are REQUIRED to record their game at all times. Failure to do so will result in

disqualifications on the tournament. Before the League Operations Team do the investigation, allegation requirements will be: Exact time and round of suspicion Exact agent or IGN to focus What exactly the player did Sending a video clip of the complainant as evidence (Must submit, otherwise we can't investigate properly) Once all are submitted to the League Operations Team, investigations will start right away.

5.6. Participants Not Showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match with the worst score possible.

5.7. Mappool

Ascent, Bind, Haven, Split

5.8. Character

Killjoy is not allow to use in AOC Masters Tournament

5.9. Map pick process

5.9.1. Group Stage - Best of 1

System randomly determines the map and both teams' sides.

5.9.3. Knockout Stage - Top of 8 - Best of 3

Each Map only can pick one time at each Best of 3.

ROUND 1:

The 1st seed from the group stage can pick the map first

The other team picked a side.

ROUND 2:

Round 1 Loser pick Map

Round 1 Winner pick Sides

ROUND 3:

Round 2 Loser pick Map

Round 2 Winner pick Sides

5.9.4. Semi-Final and third place match - Best of 3

Each Map only can pick one time at each Best of 3.

ROUND 1:

System randomly determine which team pick Map

The other team picked a side.

ROUND 2

Round 1 Loser pick Map

Round 1 Winner pick Sides

ROUND 3:

Round 2 Loser pick Map

Round 2 Winner pick Sides

5.9.5. Final Match

Best of 5

Each Map only can pick one time at first 4 rounds.

ROUND 1:

System randomly determine which team pick Map

The other team pick a side.

ROUND 2:

Round 1 Loser pick Map

Round 1 Winner pick Sides

ROUND 3:

Round 2 Loser pick Map

Round 2 Winner pick Sides

ROUND 4:

Round 3 Loser pick Sides.

ROUND5:

Round 4 Loser ban one Map

Round 4 Winner ban one Map

System randomly determines the map and both teams' sides.

5.10. In-Game Setup and Rules

5.10.1. General / Game Setup

5.10.2. Maps: Bind, Haven, Split, Ascent

5.10.3. Team Size: 5 players

5.10.4. Roster Size: 6 players (5 Starters and up to 1 Substitute)

5.10.5. Server Selection

Prior to each match, different matches will use the different server which is as close to equidistant from regions.

All teams are highly recommended to attend the server test as specified in the document. Any team that does not attend the server test cannot be argued with the server selection by the opposing team.

10 November 2020 (4pm-7pm GMT+7)	Group A
11 November 2020 (4pm-7pm GMT+7)	Group B
12 November 2020 (4pm-7pm GMT+7)	Group C
13 November 2020 (4pm-7pm GMT+7)	Group D

The selection of the server as below link:

<https://docs.google.com/spreadsheets/d/1Tf4-VdkJCx7ihMY32YnHfXZXnNlPk2zq2rLUWdWghdM/edit?usp=sharing>

5.10.6. Server Setup:

Map: depending which map has to be played from the mappool

Mode: Standard

Overtime: Win by two: On

Tournament Mode: On

Cheats: Off

5.11. Stoppage of Play or Remake the game

5.11.1. Remake

If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be remade.

In the case that the game started before writing ready from both sides, the team which did not write ready has the right to call a remake before round 1 of the game starts. (before the countdown in the game of round 1 reaches 0).

If any of the players are not connected to the game before the counter reaches 0, the team can call a remake and the game has to be remade.

If the game started on the wrong map, the game has to be remade.

In order to do the remake, all the players have to leave the match. Start the next game as soon as possible. Both team captains will have to write ready again. If the team is not ready by 5 minutes after the remake, the team which is not ready will be disqualified. Game can be remade only once,

the game has to be played in the way it started after the remake, even if the issues will occur. The situation can still be reported in Discord.

If the team which is hosting the game does not remake. The Opposing team can report the situation to the Admins on Discord. The case will be reviewed and can result in disqualification of the team which did not do a remake.

5.11.2. Pauses

If a player disconnects during the game, the game has to continue and will not be paused or remade. (If the game has the GLL observer and cheats are enabled, the game can be paused during the game. Teams are only allowed a maximum of 10 minutes to pause for non-technical issues (5 minutes each team), but a team has to write before the countdown of the round reaches 0).

5.12. Live Streaming

In order to ensure fair play and the integrity of AOC Masters Tournament, all players are not allowed to open live streaming during the competing time.

6. Post-Game Process

6.1. Results

Once the match finishes, both team captains have to take a screenshot of the results and post it in the Discord after each game.

On the game result screenshot, results above the scoreboard, all the players and information of the match on the right of the results have to be visible.

6.2. Tech Notes

Following each Tournament Game, Players will identify any technical issues with AOC Masters Tournament Officials.

6.3. Break Time

In cases where breaks between Tournament Games are necessary or deemed to be desirable by the Tournament Organizer, AOC Masters Tournament Officials will inform Team Captains of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

7. Substitutions and other Roster Changes

A Substitute may replace a Starter only between games during Tournament play. During Online Events, players may be substituted at any time between games. The AOC Masters Tournament Officials reserve the right to approve or deny any request to

add or remove a player from a Team's roster based upon the eligibility of the player(s) involved and such request's compliance with these Tournament Rules and the Registration Rules. The AOC Masters Tournament Officials also reserve the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to AOC Masters Tournament Officials if such roster change has not been publicly announced.

8. Prizes

Prizes may be awarded to successful Teams and individual players at or following a Tournament. In general, the prizes earned by a Team or player will be delivered directly to the Owners of the Team, and the Owners shall be responsible for dividing the prize and paying it to players and others who contributed to the victory. Each Team or player that has been declared the winner of a prize in the Tournament will not be an official winner unless (i) the Team or player is eligible to receive the prize under applicable law; (ii) the winning player executes (or has a parent or legal guardian execute) an affidavit of eligibility, liability release and/or any other documentation required by the Organizer; and (iii) the Owners of the winning Team execute an affidavit of eligibility, liability release, and/or any other documentation required by the Organizer. Failure to sign and return all prize documentation to the Tournament Organizer or AOC Masters Tournament Officials may result in forfeiture and loss of the prize. The failure to take delivery of any prize within a reasonable time after the close of the Tournament may result in forfeiture and loss of the prize.

9. Code of Conduct

9.1. Conduct Generally

- 9.1.1. High Standards for Professionals. All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, AOC Masters Tournament Officials, the Tournament Organizer, the media, sponsors and fans.
- 9.1.2. Competitive Integrity. All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.
- 9.1.3. Sanctions. A violation of these Tournament Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer and AOC Masters Tournament Officials in regard to violations of these Tournament Rules are final and binding.

9.2. Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

- 9.2.1. Collusion/Match Fixing. A player may not collude. Collusion is defined as any agreement among two (2) or more players, and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

- (A) Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
 - (B) Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
 - (C) Pre-arranging to split prize money and/or any other form of compensation.
 - (D) Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- 9.2.2. Cheating. Cheating is prohibited. Any modification of the VALORANT game client by any player, Team or other Team Member is prohibited.
- 9.2.3. Hacking. A player may not hack during tournament games. Hacking is defined as any modification of the VALORANT game client by any player, or person acting on behalf of a player.
- 9.2.4. Exploiting. A player may not utilize any exploits during tournament games. Exploiting is defined as intentionally using any in-game bug (determined as part of a published bug list) to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Agent ability performance, or any other game function that, in the sole determination of the Official Tournament Organizer, is not functioning as intended.
- 9.2.5. Ringing. A player may not act as a ringer during a tournament game. Ringing is defined as playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- 9.2.6. Vulgar or Hateful Speech. A Team Member may not, during an Online Event, media interview or in any communication relating to the AOC Masters Tournament or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events or in any streaming of VALORANT. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.
- 9.2.7. Violence. Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted against any competitor, fan or AOC Masters Tournament Official.
- 9.2.8. 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 or other 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 Tournament Game. Each Team Member is required to report any violation of this rule to the Tournament Organizer.

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

9.3. Apparel

- 9.3.1. Players may wear apparel with multiple logos, patches or promotional language. The Tournament Organizers reserve the right at all times to impose a ban on objectionable or offensive apparel:

- (A) Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that the Tournament Organizer, in its sole and absolute discretion, considers unethical.
- (B) Advertises any brand whose business falls within the Globally Prohibited Sponsorship Categories.
- (C) Containing any material constituting or relating to any activities which are illegal in any region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- (D) Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- (E) Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the Tournament Organizer or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- (F) Disparaging or libeling any opposing player or any other person, entity or product.

- (G) The Tournament Organizer reserves the right to refuse entry or continued participation in the match to any player who does not comply with the aforementioned apparel rules.

9.4. The Tournament Organizer Discretion

Any other further act, failure to act, or behavior which, in the judgment of the Tournament Organizer or Competition officials, violates this Ruleset and/or the standards of integrity established by the Tournament Organizer and Competition Officials for competitive game play, is prohibited

9.5. Unprofessional Behavior

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

- 9.5.1. Harassment. Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.
- 9.5.2. 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.
- 9.5.3. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 9.5.4. Negative Statements. Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the AOC Masters Tournament, Tournament Organizer or its affiliates, sponsors, or VALORANT.
- 9.5.5. Confidentiality. Without consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by the Organizer or the Tournament Organizer to the Team Member in relation to the AOC Masters Tournament. Team Members shall be obligated to keep the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of the Organizer and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by the Tournament Organizer to a Team Member concerning or related to VALORANT, the AOC Masters

Tournament or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to VALORANT.

- 9.5.6. **Illegal Activity.** Team Members are required to comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.
- 9.5.7. **Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the Tournament Organizer, is unethical, immoral or disgraceful.
- 9.5.8. **Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, AOC Masters Tournament Official, the Tournament Organizer or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.
- 9.5.9. **Gifts.** 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 Tournament.
- 9.5.10. **Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the Tournament Organizer or the AOC Masters Tournament Officials.
- 9.5.11. **Match-Fixing.** 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 Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum penalty in each instance. If a Team Member is asked to "fix" the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these Tournament Rules, that Team Member must immediately report this request to the Tournament Organizer.
- 9.5.12. **Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. If the documentation is not completed to the standards set by the Tournament Organizer then a Team may be subject to sanctions.
- 9.5.13. **Term of Use.** Any conduct that (i) violates the Terms of Use for VALORANT; (ii) violates any guidelines, or any policy posted on the official websites or social media accounts for VALORANT; or (iii) interferes with use of VALORANT by others is prohibited and a violation of these Tournament Rules.
- 9.5.14. **Drop Outs and Refusals to Participate.** If a Team Member or Team registers for, or agrees to participate in, the AOC Masters Tournament, he, she, or it may not, without the prior written consent of the Tournament Organizer, drop out or refuse to

participate in any Tournament Game or other event that is held during the applicable AOC Masters Tournament Split or season. An unexcused absence from a Tournament Game after the registration process is complete may result in sanctions, as provided in Section 6.4 below.

9.6. General Subjection to Penalty

9.6.1. Investigations by the Tournament Organizer. The Tournament Organizer will have the right to monitor compliance with these Tournament Rules and the Registration Rules and investigate possible breaches. By agreeing to these Tournament Rules, each Team Member agrees to cooperate with the Tournament Organizer in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these Tournament Rules, the Registration 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.

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

a. Upon discovery of any Player committing any violations of the rules listed above, Competition officials may issue the following penalties as related to their competition:

- i. Verbal Warning(s)
- ii. Fine(s) and/or Prize Forfeiture(s)
- iii. Game Forfeiture(s)
- iv. Match Forfeiture(s)
- v. Suspension(s)
- vi. Disqualification(s)
- vii. Any combination of the above

b. In addition to any penalties instituted by Competition officials, the Tournament Organizer may apply additional penalties at its sole and absolute discretion.

9.6.3. Repeated Infractions. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the AOC Masters Tournament.

9.6.4. Right to Publish. Tournament Organizers have the right to publish a declaration stating that a player has been penalized. Any player referenced in such declaration hereby waives any right of legal action stemming from the declaration against the Competition organizer and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9.6.5. Spirit of the Rules.

Finality of Decisions

- a) All decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with the Tournament Organizer, the decisions of which are final. the Tournament Organizer decisions with respect to this Ruleset cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

Rule Changes

- b) These rules may be amended, modified or supplemented by the Tournament Organizer, from time to time, in order to ensure fair play and the integrity of VALORANT AOC Masters Tournament

10. Use of Names and Likenesses

10.1. Grant of Rights by Team Members

Each Team Member hereby grants the Tournament Organizer and their respective affiliates permission to live-stream, broadcast or record his or her play of VALORANT at any Tournament or part thereof. Each Team Member hereby further grants to the Tournament Organizer a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display his or her full name, GamerTag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (i) the broadcast or streaming of any coverage of all or any part of a Tournament; (ii) the marketing and promotion of the AOC Masters Tournament or any Tournament or part thereof; and (iii) the marketing and promotion of VALORANT.

10.2. Ownership of VALORANT Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of a Tournament are owned by the Tournament Organizer or its licensors. 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.

10.3. Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“Feedback”) to the Tournament Organizer with respect to the operation of, or improvements for, the AOC Masters Tournament, a Tournament or VALORANT. 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 the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by the Tournament Organizer, the Tournament Organizer shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, entirely without obligation or restriction of any kind on account of intellectual property rights or otherwise.

11. Limitations of Liability

11.1. No Punitive Damages

To the maximum extent permitted by applicable law, neither the Tournament Organizer nor any of their respective affiliates or licensors (collectively, the “the Tournament Organizer Parties”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these Tournament Rules, the Registration Rules, the AOC Masters Tournament, any Tournament or VALORANT, or the delay or inability to use or lack of functionality of VALORANT, even if a the Tournament Organizer Party is at fault and even if the Tournament Organizer Party has been advised of the possibility of such damage

APPENDIX 1 - GLOSSARY OF TERMS

“AOC Masters Tournament Officials” means the officials, referees and administrators designated by the Tournament Organizer to operate a Tournament.

“Tournament Rules” means (i) these AOC Masters Tournament Rules, including the General Terms and each Appendix attached hereto; and (ii) any updates, amendments or supplements to the foregoing.

“Match”: A set of maps that are played until one team wins a majority of the total maps (e.g., winning two maps out of three (“Best of Three”); winning three maps out of five (“Best of Five”)). “Map”: A set of rounds that is played until one team wins 13 rounds.

“Round”: An instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated
- Team forfeit

“Tournament Organizers”: A person or group of persons that organize a sanctioned VALORANT event.

“Team Member”: A player or coach of a team.

“Team Manager”: A Team's Owner, Co-Owner, General Manager or other Manager.

“Professional Team”: A group of Team Members and Team Managers who align themselves under a single brand.

“Feedback” means suggestions, comments or other feedback.

“The Finals” means the live, in-person Tournament among the top Teams from each Region for each based on placement in the Regional Finals.

“Group Stage” means the online Tournament among the Teams in a Region selected to participate.

“Media Event” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by the Tournament Organizer in connection with the marketing and promotion of the AOC Masters Tournament/or VALORANT.

“Online Event” means any online Tournament

“Owners” means any individual or group registered as an owner of a Team during its registration for the AOC Masters Tournament.

“the Tournament Organizer Parties” means the Tournament Organizer or any of their respective affiliates or licensors.

“Region” means the region in which a Team competes for online competitions, as set forth in these Tournament Rules or as may be determined by AOC Masters Tournament Officials.

“Regional Finals” means the online Tournament among the top Teams in a Region based on placement in the Regional Semi-Finals.

“Registration Rules” means the AOC Masters Tournament Esports Registration Procedures and Rules, including any updates, amendments or supplements thereto.

“Starter” means the five players in a Team’s starting lineup.

“Substitute” means up to one substitute player on a Team’s roster.

“Team” means has the meaning specified in the Background and Purpose section above and includes the five-person that participates in the AOC Masters Tournament.

“Team Captain” means the Team player designated as captain when completing the online registration process.

“Team Members” means each Team’s players, managers, coaches, and Owners.

“Tournament” means any AOC Masters Tournament, match, game or event.

“Tournament Game” means an instance of competition of VALORANT that is played until all but one participating Team is eliminated or disqualified.

“Tournament Organizer” means any third-party tournament organizer designated by the Tournament Organizer to operate a Tournament.

APPENDIX 2 - PARENT OR GUARDIAN CONSENT

PARENT OR GUARDIAN CONSENT FORM

Background and Purpose: Welcome to our AOC Masters Tournament event. We're happy you could join us. AOC Masters Tournament events are intended for adult viewers and participants. A minor may attend a AOC Masters Tournament event and participate in the fan experience if his or her parent or legal guardian has granted consent. In this form (the "Consent Form") the parent or legal guardian named below ("you" or "Guardian") agrees to the following legal terms and conditions relating to the attendance of the minor named below ("Minor") at the AOC Masters Tournament event described below and at any related events, including meals, fan engagement events, media and sponsor events, etc. ("AOC Masters Tournament").

Minor Name:	Date of Birth:
Parent/ Guardian Name:	Parent/ Guardian Email:
Event Name:	Event Date:

You, the undersigned, certify that you are the parent or legal guardian of the Minor named above. You understand that your permission and authorization is required in order for the Minor to attend and participate in the AOC Masters Tournament Event. You also understand that the Minor will not be permitted to attend or participate in the AOC Masters Tournament Event unless you provide your permission by signing this Consent Form. Your signature on this Consent Form is evidence of your understanding and acceptance of the terms and conditions set forth below:

1. Consent to Participate. You hereby give permission for the Minor to attend and participate in the AOC Masters Tournament Event. You accept all responsibility for, and you assume all risk of loss and liability for, any damages and injuries that Minor may suffer or sustain as a result of his or her attendance or participation at the AOC Masters Tournament Event.

2. Release of Event Organizers. You hereby release [Mineski Global] ("MET"), the organizer of the AOC Masters Tournament ("Tournament Organizer"),

and their respective affiliates and subsidiary organizations, together with all of their respective shareholders, directors, officers, employees, independent contractors, investors, insurers, and agents (the "the Tournament Organizer Group"), from any and all claims, liability, or causes of action of any kind arising anywhere in the world, whether based on negligence, breach of contract or duty or otherwise, for property damage, personal injury, or death, arising from or related to the Minor's attendance and participation in the AOC Masters Tournament Event.

3. Acceptance of Other Legal Terms. You hereby accept, on behalf of the Minor, and agree to be bound by, any legal terms and conditions that relate to the AOC Masters Tournament Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where the AOC Masters Tournament Event takes place or otherwise legally binding on people who attend the AOC Masters Tournament Event. You further agree that you shall be legally responsible for any violation of any such terms and conditions by the Minor.

4. Video of the Minor. On behalf of the Minor, you hereby grant the Tournament Organizer Group, their sponsors and their respective affiliates, streaming partners, assigns and licensees an unrestricted right to video, photograph and record the Minor during the AOC Masters Tournament Event and to stream, broadcast, display and/or otherwise use the Minor's name, image, likeness, voice, audiovisual recording and biographical data throughout the world in perpetuity, in any form or media now known or hereafter devised, for advertising and publicity purposes, without compensation to you or the Minor. You

acknowledge and agree, on behalf of the Minor, that all AOC Masters Tournament Event performances, streams, broadcasts, and recordings, and all data and statistics collected during the AOC Masters Tournament Event, are the sole property of the Tournament Organizer Group, who may copy, edit, perform, broadcast, re-post and otherwise use them however they choose. You hereby irrevocably transfer and assign any rights that you or the Minor may have or acquire in these performances, streams, broadcasts, recordings, data and statistics to the Tournament Organizer Group.

5. Indemnification. You hereby agree to indemnify, defend and hold harmless the Tournament Organizer Group from and against any claim, liability, or cause of action of any kind arising from or related to the Minor's attendance or participation at the AOC Masters Tournament Event. You accept full responsibility for all medical expenses and emergency treatment arising from or related to the Minor's attendance or participation at the AOC Masters Tournament Event.

6. Governing Law and Other Terms. This Consent Form (including any questions relating to its existence, validity or scope) shall be governed by the laws of [Singapore], without regard to choice of law principles. This Consent Form shall be effective and binding upon the Minor's heirs, next of kin, executors, administrators, assigns and representatives. If any provision of this Consent Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Consent Form you are not relying on any oral or written statements or representations made by any person with respect to the

AOC Masters Tournament Event. This Consent Form sets forth the entire agreement relating to its subject matter and may not be amended except by a written amendment signed by the organizer of the AOC Masters Tournament Event.

Signature of Parent or Guardian:

Date Signed:
