



FARLIGHT 84 Philippines Championship Season 2
Mobile Version
Ruleset

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1. INTRODUCTION

These are the official Rules ("Rules") for the FARLIGHT 84 Philippines Championship Season 1 ("Tournament", or "FPC1") taking place in 2023. These Rules apply to all participants ("Players") who participate in the Tournament. All Players must agree to follow these Rules. Failure to follow the Rules could result in disqualification and loss of prize money, as decided by the Tournament organizers ("Organizers").

The Farlight 84 Philippine Championship ("FPC") is an ongoing championship series that FPC1 belongs to. FPC consists of multiple seasons of competitions, adopting a points system to determine the final annual rankings of Teams. This Tournament is the first season of FPC.

This Tournament is hosted and operated by Farlight Pte Ltd., a company incorporated and registered in Singapore with its registered address at 168 Robinson Road Capital Tower #20-28 Singapore, 068912.

The FARLIGHT 84 game ("Game") is published and provided by Farlight Pte Ltd., in the Philippines (defined as "Territory" hereinafter).

For the avoidance of doubt, unless otherwise specified, any dates mentioned in these Rules shall be based on the official calendar of each of the Territory, and currencies shall be in US Dollars.

2. GENERAL OVERVIEW

2.1. Game Overview

The Game drops you into a sprawling open world, combining advanced technology with stunning landscapes. You'll be pitted against other Players in a fight for supremacy, armed with futuristic weaponry and high-tech gear. The last player or team standing wins the Game, claiming the title of ultimate survivor.

2.2. Ruleset

To succeed in Tournament, you must master the following Rules:

- **Team Play:** Players can choose to enter the Game as a team. Teams can consist of 8 Players.
- **Drop Phase:** The Game begins with all Players aboard a dropship. You must choose your drop location wisely, parachuting down to your chosen area. Quick decisions can lead to the best loot, but high-risk areas may yield greater rewards.
- **Looting:** As you explore the map, search buildings, supply drops, and loot crates for weapons, armor, medical supplies, and other essential items. Gear up to gain an edge over your opponents.
- **Safe Zone and Storm:** A shrinking safe zone is marked on the map. Players must stay within this area to avoid taking damage from the deadly storm that closes in. The safe zone shrinks at regular intervals, forcing Players into intense encounters.
- **Combat:** Engage in exhilarating battles against opponents using a variety of futuristic weapons, gadgets, and abilities. Precision aiming, tactical positioning, and quick reflexes are key to survival.
- **Health and Healing:** Players have a health bar that depletes as they take damage. Use medical supplies to heal and keep yourself in the fight. Beware of enemies interrupting your healing process.
- **Gadgets and Abilities:** Unlock and utilize advanced gadgets and special abilities unique to each character. These can provide strategic advantages or turn the tide of battle.
- **Reviving Teammates:** In team play, downed teammates can be revived before bleeding out. Teammates must work together to ensure everyone's survival.
- **Eliminations:** Knocking out an opponent incapacitates them temporarily. To secure an elimination, finish off downed opponents, preventing their revival by their teammates.
- **Victory Conditions:** The last individual or team standing wins the Game. Victory is achieved by eliminating opponents or being the sole survivors as the safe zone shrinks.

- **Ranking and Rewards:** The Game features a ranking system that reflects your performance. Gain rewards such as in-game currency, character skins, weapon skins, and more as you climb the ranks.
- **Fair Play:** Cheating, exploiting glitches, or using unauthorized third-party software is strictly prohibited and may result in bans.

2.3. Acceptance of Rules

By agreeing to participate in the Tournament and accepting these Rules, the Players also agree to accept and comply with the Terms of Service and Privacy Policy of the Games as stipulated in the following link: <https://www.farlightgames.com>.

3. Players Eligibility Requirements

Citizenship Requirements: During the Open Qualifier stage, Teams are allowed to have up to 1 non-Territory citizen Player.

For the Knockout matches and Online Finals Tournament stages, all Players in a Team's starting lineup must be citizens of the Territory.

To verify citizenship or residence status for all tournament stages, each Team must submit the original copy of each Player's ID card or passport issued by an official government authority. Any other certifications are not valid. Players without valid ID documents will need to provide alternative legal proof of citizenship or residence.

Age Restriction: The minimum age for Players is 18 years old as of the Tournament start date. This age minimum ensures all Players have an appropriate level of maturity to compete.

A Player's age is determined by their exact birth date, not just birth year. To verify age eligibility, Teams must provide a copy of each Player's government-issued ID or passport showing date of birth.

For Players under 18, written parental consent is mandatory. A parental consent form provided by the Organizer must be completed and submitted prior to the Tournament.

Notwithstanding parental consent, Organizers reserve the right to disqualify any Player under 18 if deemed necessary. Eligibility to compete for underage Players is granted on a case-by-case basis at the sole discretion of the Organizers.

Platform Compatibility: "Game" is available on various gaming platforms, including PC and mobile devices.

Account Creation: Players need to create an account with the official "Game" servers. This account will be used for tracking progress, leaderboards, and purchases of in-game items.

Internet Connection: A stable internet connection is essential for participating in the Game. Given the Game's dynamic and fast-paced nature, a dependable connection is vital to maintain fair gameplay and reduce interruptions.

It is important to note that for online matches, the Organizers will not assume responsibility for any internet-related issues that may arise.

Fair Play Policy: Players are obligated to follow a fair play policy which encompasses refraining from activities such as cheating, hacking, exploiting glitches, or any actions that confer an undue advantage. Breach of this policy can lead to penalties or even permanent bans.

In certain instances, the FPC Administrators might require video calls to ensure the absence of unfair play.

Microtransaction Awareness: Players should be aware that "Game" may include microtransactions for cosmetic items, in-game currency, or other content. While not mandatory, Players should have an understanding of the Game's monetization system.

Informed Consent: Players are required to review and accept the Game's terms of service and privacy policy before participating. This ensures that Players are aware of how their data will be used and what is expected of them during gameplay.

Communication Channels: "Game" might incorporate voice chat or text communication features, especially in team-based modes. Players are expected to use these channels judiciously, refraining from offensive language, harassment, or sharing inappropriate content.

Furthermore, discussions related to the Tournament will take place on the FPC official Discord channel.

Discord Link: <https://discord.gg/SJbq4M7apn>

Geographical Restrictions: Certain regions or countries might have restrictions on online gaming or specific game content. Players must comply with their local laws and regulations to participate in the Game.

4. TEAM ROSTER

4.1. Roster requirements

- 4.1.1. During the Weekly matches, Teams are permitted to register up to a maximum of 8 Players. However, if a Team advances to the Knockout & Grand Finals Lan phase, the Team must provide the names of their primary 4 Players and 1 substitute Player to the FPC Administrator.
- 4.1.2. Throughout the Online Tournament, Teams are granted the flexibility to compose their player roster in a manner that includes a combination of Players, which may consist of 3 Players from the Territory and 1 Player from outside the Territory.
- 4.1.3. For the Knockout matches and Online Finals Tournament, only Players who are citizens of the Territory are eligible to participate.
- 4.1.4. In the event that a team does not possess a complete roster of Players who are citizens of the Territory for the Online Finals Tournament, the team in question will face disqualification. Subsequently, a substitute team from the nearest rank will be extended an invitation to participate.
- 4.1.5. In the event that a team progresses to the knockout stage, roster changes shall be prohibited. Players from Teams that have been eliminated cannot partake or join other Teams that have successfully advanced to the knockout stage. This regulation aims to uphold consistency and fairness throughout the competition's progression.

4.2. Team names and logos

- **Team and Player Name Changes:** Once a team participated in the Tournament, no alterations to team or player names are permitted unless authorized by a FPC Administrator. Name changes will only be allowed under the discretion of the FPC Administrators, or if the existing name is deemed unsuitable for the Tournament.
- **Team Name Selection:** Team names must be chosen in the knockout stage and cannot be modified throughout the 2023 FPC1 without written approval from the 2023 FPC1 Officials. All team names must be distinct and original. Names or logos may not include offensive, toxic, or hurtful language in any language.
- **Team Logo Submission:** Teams that qualify for the Knockout stage and Grand Finals will be required to submit their team logos with specified requirements to the Organizers by a designated deadline.
- **Use of Third-Party Names or Logos:** Team names or logos must not include any part of a corporate name or any third-party content without prior written consent from the Organizers. Teams bear full responsibility for obtaining rights to use corporate names or third-party intellectual property.
- **Approval and Rejection:** The Organizers, in their discretion, have the right to reject any team name or logo that does not adhere to the Rules. Teams may be required to select an alternate name or logo to comply with the Competition Rules.
- **Logo Availability:** Teams without logos will be provided with a generic logo for use throughout the event.

By adhering to these regulations, participants ensure that team and player identification remains consistent, respectful, and in accordance with the standards set by the Tournament.

5. MATCH PROCESS

5.1. Changes to schedule

The Organizers reserve the right, at its sole discretion, to rearrange the schedule of matches within a given day, change the date of FPC1 match to a different day, or make other modification to the match schedule. If any changes are made to the match schedule, the Organizers officials will promptly notify all Teams accordingly.

5.2. Ready for the match

Players listed in a team's active roster who are taking part in FPC are required to be prepared for their match at least 1 hour prior to the scheduled team match. They should also be available to join the Tournament lobby one hour before their match schedule for the testing match.

5.2.1. Player Pre-Match Setup

- 5.2.1.1.** All Teams/Players must conduct a video call with a FPC Administrator through Discord.
- 5.2.1.2.** In the event that a player fails to join the video call, the player must present a valid and acceptable reason to the FPC Administrator, subject to their sole discretion. Additionally, the Players must submit a video recording of themselves playing each Game to the FPC Administrator immediately after the series concludes. The video recording should provide clear visibility of the player's face while participating in the matches.
- 5.2.1.3.** Submitting a video recording as evidence will significantly strengthen the team/player's position. Failure to provide such evidence may impact the decisions made by the FPC.

6. COMPETITIVE PATCH & SERVER

FPC will determine the Game version for the match and provide advance notification. Certain remade heroes and newly added heroes will be restricted from use certain period of time that will be determined by FPC Administrator.

6.1. Pre-match setup

6.1.1. Match accounts

In FPC competition, Players are required to use their personal accounts. they are granted the freedom to use any skins owned by their respective accounts, without any cost implications.

6.1.2. Technical failure

In the event that a player encounters any equipment issues during any stage of the setup process, it is imperative for the Players to promptly inform and notify the FPC Administrator.

The Organizers shall not be held liable for any issues arising from Players' personal internet connections.

6.1.3. Game lobby creation

The creation of the official game lobby will be determined by FPC administrator. Upon completion of testing, Players will be instructed by the Tournament to join the game lobby in their designated slots order.

6.1.4. Disqualification due to being late

If a team fails to present a complete lineup of 4 eligible Players at the beginning of a Game, the FPC Administrator will deem it as a forfeiture on behalf of the team. Such Teams will be credited with the minimal attainable score.

6.2. Game Setup

6.2.1. Team slot assignment

During the Weekly Matches, each of the fifteen (15) Teams will be assigned a specific Lobby slot. It is important that these assignments are strictly adhered to. FPC will allocate each slot to Players one day in advance.

6.2.2. General game settings

- 6.2.2.1.** Map: Sunset City
- 6.2.2.2.** Team Size: 4
- 6.2.2.3.** Observers: Tournament officials observers only
- 6.2.2.4.** Game Mode: Battle Royale

6.2.3. Did not connect to the map

If a bug, disconnection, or any other loading process failure occurs that prevents one (1) team/player or more from joining the Game at the beginning, it is mandatory for team captains to promptly notify the FPC Administrator.

- **Weekly Matches**

During the first four weeks (Open Qualifiers, Weekly Semi-Finals and Weekly Finals), matches are automatically created. If a map restart is required, team captains must inform the FPC Administrator. A manual lobby will then be set up, and the involved Teams will receive invitations from the administrator.

However, it's important to highlight that if a Teams is not present in the official Tournament Discord channel, and was unable to communicate with the FPC Administrator, will be accountable for not receiving the map restart from message the FPC Administrator.

It is important to emphasize that failure to receive the map restart message will render a team ineligible to partake in the match.

- **Knockouts and Finals**

During the Knockout and Finals Stages, lobbies are generated manually. The FPC Administrator will uphold ongoing communication with all Teams to guarantee smooth coordination, particularly in the event that a map restart becomes necessary.

- **Compensation Points**

Compensation points will only be allocated for matches that involve manually created rooms. During the Open Qualifying stage, there will be no compensation points.

Teams are required to provide evidence for being unable to join a Game or dropping out, such as photos or videos. Compensation points for the map will solely be granted for accidental drops resulting from in-game technical issues. Personal internet-related issues of a player will not warrant a game restart. If compensation is applicable, 1 point will be awarded per player dropped (equivalent to a kill). Instances of dropping out after the match begins will be assessed on a case-by-case basis.

7. GAME RULES

7.1. Definition of Terms:

- 7.1.1. **Unintentional Disconnection:** An unintentional disconnection occurs when a player loses their connection to the Game due to difficulties or problems related to the Game client, cellphone, computer, network, or other devices.
- 7.1.2. **Intentional Disconnection:** An intentional disconnection arises when a player deliberately severs their connection to the Game through self-initiated actions, including quitting the Game. Irrespective of the player's underlying intention, any actions that result in disconnection are classified as intentional.
- 7.1.3. **Map Crash:** A map crash takes place when all Players experience a disconnection from a map owing to a problem originating from the Game server.

- 7.1.4. BUG:** In-game bugs can lead to erroneous or abnormal game outcomes, as well as issues, anomalies, malfunctions, or flaws within Game data or hardware equipment.

7.2. Map Restarts

The discretion to decide whether circumstances warrant a map restart lies exclusively with the FPC Administrator. The restart procedure will be formulated by the FPC Administrator and conveyed to the team managers/captains before its execution.

Official Map Game (OMG)

The Official Map Game ("OMG") acts as a reference point when a map has advanced beyond the stage of remaking. It refers to a map where all 15 Teams have successfully loaded, and substantial interactions among opposing Teams have taken place. Once the OMG status is confirmed, incidental restarts are no longer allowed, and the map is deemed "official" henceforth. Following the establishment of OMG, map remakes are permissible only in specific circumstances. Examples of conditions that confirm OMG include:

Restarts before OMG

Here are situations where a Game can be remade if an OMG hasn't begun:

- 7.2.1.1.** If a 15 team/player did not connect to the map within the 3-minute period due to technical issues.
- 7.2.1.2.** If the FPC Administrator decides that technical issues hinder the normal progression of the Game, including a team's incapability to enter the map within the designated 3-minute timeframe

Restarts After OMG

Here are situations where a Game can be remade if an OMG has begun:

- 7.2.1.3.** If a critical bug emerges during the Game that substantially impacts game statistics or gameplay mechanics.

- 7.2.1.4.** If the FPC Administrator decides that unfair environmental conditions exist, such as excessive noise, intruders, adverse weather, or unacceptable safety risks.
- 7.2.1.5.** If a remake is necessary under these circumstances, the Game will commence with all settings reset, and a new lobby will be created. Teams will be granted an extra five (5) minutes to regroup and formulate a new strategy for the remake.

7.3. Postponement

In the event of a technical difficulty necessitating a restart, the FPC Administrator holds the authority, at their discretion, to propose either a rematch or the postponement of a map.

7.4. Post Map Process

- 7.4.1.** Once a map concludes, scores will be computed by the statistics manager and subsequently verified by the administrator.
- 7.4.2.** The allocation of break time will be solely determined by the FPC Administrator at their discretion.
- 7.4.3.** Once the scores are computed, the administrator will communicate with the Teams to proceed to the next map.

7.5. Post Match Process

- 7.5.1.** Compensatory point will be added after all maps have concluded.
- 7.5.2.** Statistics manager and administrator will verify and document the scores of the match.
- 7.5.3.** Players will receive notifications from the administrator regarding their current position in the competition, along with relevant information regarding their upcoming scheduled matches.

7.6. Technical Issues

During online matches, Teams must comply with the network standards set by FPC. In the event of failure to meet the specified network and IT settings required, Teams will be held responsible for their individual technical difficulties, including hardware or internet-related issues.

7.7. Reservation of Rights

League Operations maintains the right to cancel, suspend, or alter any aspect of the FPC competition in cases of fraud, technical challenges, human errors, or other circumstances that undermine the competition's integrity or seamless conduct, as deemed fit by League Operations. Should such termination occur, League Operations reserves the authority to designate the competition winners from eligible participants not under suspicion.

8. APPAREL

In the context of all public-facing tournaments, encompassing both LAN and Online Events that are streamed to the public, as well as Media Events, a uniform standard is established:

- **Official Team Attire:** It is mandatory for all Team Members to wear official Team uniforms. These uniforms encompass jerseys, jackets (optional), and pants (optional).
- **Organizers Discretion:** The Organizers retains the authority to impose bans on apparel that is determined to be incongruent with the stipulations delineated within these Rules. This extends to adhering to the sponsorship limitations outlined in Section 14 and aligning with the Code of Conduct specified in Section 12.
- **Alternate Attire:** In the event that a team or player lacks official Team uniforms, the option of wearing plain t-shirts of subdued, dark colors is permissible. These T-shirts must be devoid of any explicit content, inappropriate branding, and should not conflict with prevailing brands or sponsors.

By complying with these directives, participants contribute to a uniform and professional appearance that aligns with the spirit and guidelines of the Tournament.

9. EQUIPEMENTS

9.1. Device Usage in Online Events:

In the context of online matches, it is imperative to outline the stipulations regarding device usage:

- **Prohibition of Mobile Pads, Tablets, and Emulators:** The usage of mobile pads or tablets, along with engagement through mobile emulators, is strictly proscribed during the Tournament.
- **Disqualification Protocol:** Teams identified or determined to be utilizing mobile emulators will be subject to immediate disqualification. Substitutions will not be entertained under such circumstances.

9.2. Device Usage in Offline Events:

In the setting of offline events, a distinct set of regulations is applicable:

Usage of Tournament-Provided Devices: In the context of offline events, all participating teams and players are mandated to use the mobile devices provided by the tournament organizer. The utilization of personal mobile devices is prohibited during offline events.

10. MEDIA OBLIGATIONS

Teams qualifying for the Finals are required to participate in a Media Photoshoot. The designated venue for the photoshoot will be provided by the tournament organizer and communicated through the FPC1 administrators via Discord.

11. TOURNAMENT BREAKDOWN

Stage 1: Weekly Qualifier

- **Participation:** Open to all Philippines region players above level 10 with a team. Teams can play within the specified 2-hour slots. Best scores from 3 games count. The top 15 teams proceed to a BO1 game, receiving points based on performance. Teams ranked 16th to 30th receive 10 points each.

- **Weekly Qualifiers:** Occur throughout the early to mid-season, spanning several weeks.
- **Weekday(Open Qualifiers) Qualification Process**
 - **Weekday Games:** During each season of the FARLIGHT 84 Philippine Championship, there are four weekly qualifiers. These qualifiers occur on Mondays, Wednesdays, and Fridays. On each of these match days, there are two separate time slots, each lasting for a total of 2 hours.
 - In each time slot, the top 30 teams that participate will qualify for FPC Season points.
 - After each time slot ends, the top 15 teams from that 2-hour period will compete in a single decisive match (BO1 game).
 - Based on the results of the match(BO1), the teams finishing in the 1st to 15th positions will earn FPC Season points.
 - Points for 1st to 15th place:
300/220/180/120/85/85/50/50/25/25/15/15/15/15/15.
 - Additionally, teams ranked from 16th to 30th place in that time slot will receive 10 FPC Season points each for their participation.
 - Open Qualifiers tiebreaker will be determined by Open Points
- **FPC Season points awarded:** Total 1375 points awarded A total of 8250 points awarded over 6 matches (Monday, Wednesday, Friday).

PLACEMENT	POINT
1	300
2	220
3	180
4	120
5-6	85
7-8	50
9-11	25
12-15	15

Rankings will be updated following the completion of the 6th time slot each week.

- **Weekend(Semi-finals) Qualification Process:**

- The top 60 teams with the highest FPC Season points earned from weekday games will advance to the weekly semi-finals. Teams with lower rankings will act as substitutes if any of the top 60 teams fail to meet the necessary qualifications.
- **Weekly Semifinals:** Held on Saturdays
- **Semi-finals:** Top 60 teams will be divided into 4 Groups A, B, C, and D compete on Saturday. 15 teams per group will play in a 3 round match.
 - Point rules of the 3 round match for 1st to 15th place:
25/20/17/14/11/9/7/6/5/4/3/2/1/0/0, 1 point for each kill
- Based on the results of this 3 round match, the teams finishing in the 1st to 15th positions will earn FPC Season points.

- The tiebreaker in the weekly semi-finals will be determined by the total kill-counts, and if the points are still tied, the damage dealt will determine the tiebreaker.

Points awarded: based on rankings 1990 points for each group, Top 15 teams advance to finals.

PLACEMENT	POINT
1	500
2	350
3	300
4	200
5-6	140
7-8	80
9-11	40
12-15	20

- **Weekend(finals) Qualification Process:**

- The top 15 teams with the highest FPC Season points earned from weekday games and semi-finals will advance to the weekly finals. Teams with lower rankings will act as substitutes if any of the top 15 teams fail to meet the necessary qualifications.
- **Weekly finals:** Held on Sundays
- **Finals:** Top 15 teams will compete on Sunday. 15 teams will play in a 3 round match.
 - Point rules of the 3 round match for 1st to 15th place:
25/20/17/14/11/9/7/6/5/4/3/2/1/0/0, 1 point for each kill
- Based on the results of this 3 round match, the teams finishing in the 1st to 15th positions will earn FPC Season points.

- The tiebreaker in the weekly finals will be determined by the total kill-counts, and if the points are still tied, the damage dealt will determine the tiebreaker.

Points awarded: based on rankings 4285 points can be earned. Rankings updated after finals.

PLACEMENT	POINT
1	1500
2	850
3	450
4	300
5	250
6	220
7	170
8	130
9-11	85
12-15	40

- **Weekly Points Reset and FPC Season Points**

At the beginning of each new week, teams' weekly points will reset to zero. However, it's important to note that the FPC season points, earned by teams in previous weeks, will be retained. These accumulated FPC season points serve as the primary criteria for determining qualification into the knockout stage of the tournament. This approach ensures that consistent performance throughout the season is rewarded and forms the basis for advancing to the next stage of the competition.

Stage 2: Knockout

- **Qualification:** Top 60 teams with the highest FPC Season points from Qualifying 4 weeks will advance to the Knockout stage. Tournament spans 2 weeks.

- **Knockout:** Top 60 teams will be divided into 4 Groups A, B, C, and D compete on Saturday. 15 teams per group will play in a 3 round match.
 - Point rules of the 3 round match for 1st to 15th place:
25/20/17/14/11/9/7/6/5/4/3/2/1/0/0, 1 point for each kill
 - Based on the results of this 3 round match, the teams finishing in the 1st to 15th positions will earn FPC Season points.
 - Map order: Sunset City + Lampton + Sunset City
- **Points:** 5070 points per game 20280 points over 4 games.

PLACEMENT	POINT
1	1800
2	1000
3	520
4	350
5	300
6	250
7	200
8	150
9-11	100
12-15	50

- **Rankings:** Updated after each game.
- **Season Finals Qualification:** Top 30 teams qualify, with substitutes ranked after 30. No additional substitutes added.

Stage 3: Mobile Season Finals

- **Finals:** Lasts 2 days and held offline.
- **Map order:** Sunset City + Lampton + Sunset City
- **Qualification:** Top 30 teams with the highest FPC Season points combined from Qualifiers to Knockout will advance to the Grand Finals stage. Tournament spans 2 weeks.
- **Groupings:** 30 finalist teams divided into Groups A and B.
- **Day 1:** Stage 1
 - Group A BO3: The top 7 teams from Group A become the A Winners (AW), while the bottom 8 form the A Losers (AL).
 - Group B BO3: The top 7 teams from Group B become the B Winners (BW), while the bottom 8 form the B Losers (BL).
- **Day 1:** Stage 2
 - AW + BL BO3: The top 7 teams advance to the next stage.
 - BW + AL BO3: The top 7 teams advance to the next stage.
- Qualification for the Day 2 Grand finals will be based on the overall score of the 6 maps played by the teams
- Top 15 teams will advance to the Grand Finals Day 2
- **Points:** First day awards 2805 points per match .

DAY 1

PLACEMENT	POINT
1	700
2	500
3	420
4	280
5-6	200
7-8	110

9-11	55
12-15	30

- **Day 2:** 15 advancing teams compete in a 5 -round match. No substitutes available.
- **Map order:** Sunset City + Lampton + Sunset City + Lampton + Sunset City
- **Grand Champion will be based on the 5 - round match**
- **Points:** 5715 points per match.

DAY 2

PLACEMENT	POINT
1	2000
2	1150
3	580
4	400
5	350
6	280
7	220
8	170
9-11	115
12-15	55

12. TOURNAMENT SCHEDULE

12.1. OPEN QUALIFIERS MOBILE

There are a total of 5 Weekly qualifiers in season 2, with matches held on Mondays, Tuesday, and Wednesday. During the match day, there will be two (2) separate time slots for mobile matches.

Afternoon Time Slot for Open Qualifiers

Registration period for every Open Qualifiers: 2:00 PM to 4:30 PM

Random matched slot for every Open Qualifiers: 4:00 PM to 6:00 PM

Open Qualifiers 1 round match (top 15): 6:40 PM to 7:10 PM

Evening Time Slot for Open Qualifiers

Registration period for every Open Qualifiers: 5:30 PM to 8:00 PM

Random matched slot for every Open Qualifiers: 7:30 PM to 9:30 PM

Open Qualifiers 1 round match (top 15): 1:10 PM to 10:40 PM

For the sake of clarity in comprehending the schedule, a table format detailing the schedule is provided below:

WEEKLY QUALIFIERS					
Phases	Week 1	Week 2	Week 3	Week 4	Week 5
Open Qualifiers	Nov 13	Nov 20	Nov 27	Dec 4	Dec 11
Open Qualifiers	Nov 14	Nov 21	Nov 28	Dec 5	Dec 12
Open Qualifiers	Nov 15	Nov 22	Nov 29	Dec 6	Dec 13
Weekly Semi Finals	Nov 18	Nov 25	Dec 2	Dec 9	Dec 16
Group Timing	A 1:30 pm B 3:15 pm C 5:00 pm D 6:15 pm	A 1:30 pm B 3:15 pm C 5:00 pm D 6:15 pm	A 1:30 pm B 3:15 pm C 5:00 pm D 6:15 pm	A 1:30 pm B 3:15 pm C 5:00 pm D 6:15 pm	A 1:30 pm B 3:15 pm C 5:00 pm D 6:15 pm
Weekly Finals	Nov 19	Nov 26	Dec 3	Dec 10	Dec 17
Round Timing	R1 1:30 pm R2 2:05 pm R3 2:40 pm	R1 1:30 pm R2 2:05 pm R3 2:40 pm	R1 1:30 pm R2 2:05 pm R3 2:40 pm	R1 1:30 pm R2 2:05 pm R3 2:40 pm	R1 1:30 pm R2 2:05 pm R3 2:40 pm

WEEK 1 : 13 November, 14 November, 15 November 2023
WEEK 2 : 20 November, 21 November, 22 November 2023
WEEK 3 : 27 November, 28 November, 29 November 2023

WEEK 4 : 4 December, 5 December, 6 December 2023
WEEK 5 : 11 December, 12 December, 13 December 2023

12.2. WEEKLY SEMIFINALS MOBILE

On Saturday, qualified teams for the weekend tournament are divided into groups A, B, C, and D through a draw.

WEEK 1 : 18 November 2023

WEEK 2 : 25 November 2023

WEEK 3 : 2 December 2023

WEEK 4 : 9 December 2023

WEEK 5 : 16 December 2023

Group A : 1:30 PM

Group B : 3:15 PM

Group C : 5:00 PM

Group D : 6:45 PM

12.3. WEEKLY FINALS MOBILE

On Sunday, featuring the 15 teams that qualified for the finals

WEEK 1 : 19 November 2023

WEEK 2 : 26 November 2023

WEEK 3 : 3 December 2023

WEEK 4 : 10 December 2023

WEEK 5 : 17 December 2023

MOBILE

ROUND 1 : 1:30 PM

ROUND 2 : 2:05 PM

ROUND 3 : 2:40 PM

12.4. KNOCKOUT MOBILE

The tournament will last for 2 weeks and will be held online and broadcast live.

For the sake of clarity in comprehending the schedule, a table format detailing the schedule is provided below:

KNOCKOUT QUALIFIERS				
Phases	Week	Dates	Groups	Timing
KNOCKOUT 1	Week 1	January 6	Group A & Group B	AR1 2:00 pm AR2 2:30 pm AR3 3:00 pm BR1 3:30 pm BR2 4:00 pm BR3 4:30 pm
KNOCKOUT 2	Week 1	January 7	Group C & Group D	CR1 2:00 pm CR2 2:30 pm CR3 3:00 pm DR1 3:30 pm DR2 4:00 pm DR3 4:30 pm

Saturday Week 1 (January 6) : Group A & Group B

Sunday Week 1 (January 7) : Group C & Group D

Mobile Round 1 2:00 PM

Mobile Round 2 2:30 PM

Mobile Round 3 3:00 PM

Mobile Round 1 3:30 PM

Mobile Round 2 4:00 PM

Mobile Round 3 4:30 PM

12.5. FINALS MAIN EVENT MOBILE

Lasting for 2 days, the finals will be held offline and broadcast live.

For the sake of clarity in comprehending the schedule, a table format detailing the schedule is provided below:

FINALS MAIN EVENT				
Phases	Day	Dates	Groups	Timing
FINALS	Day 1	January 20	Group A	Will be announced it the discord channel
FINALS	Day 1	January 20	Group B	Will be announced it the discord channel
FINALS	Day 1	January 20	Group A winners + Group B losers	Will be announced it the discord channel
FINALS	Day 1	January 20	Group B winners + Group A losers	Will be announced it the discord channel
GRAND FINALS	Day 2	January 21	Top 15 of overall ranking	Will be announced it the discord channel

Mobile Day 1 : Best-of-3 January 20, 2024

Mobile Day 2 : Best-of-5 January 21, 2024

13. CODE OF CONDUCT

13.1. Conduct Generally

13.1.1. Competitive Integrity

All Teams, Players, and coaches are expected to compete to the best of their skill and ability at all times in any Official Competition.

13.1.2. High Standards

All Teams, Players, and coaches must observe the highest standards of personal integrity and good sportsmanship at all times. Players and coaches must behave in a professional and

sportsmanlike manner in their interactions with other competitors, Officials, the FPC Administrator, the media, sponsors and fans.

13.1.3. Disciplinary Action and Sanctions

A violation of this Ruleset or any applicable supplementary rules will result in disciplinary action or sanctions at the discretion of the FPC Administrator.

13.2. Competitive Integrity

Set forth below is a non-exclusive list of examples of conduct that has an adverse impact on the competitive integrity of the game, all of which are prohibited:

13.2.1. Match-Fixing

No Team Personnel 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, player, or coach is asked to “fix” the outcome of a Game or to otherwise take part in any actions prohibited by this FPC Tournament Ruleset, that Team, player, or coach must immediately report this request to the FPC Administrator.

13.2.2. Teaming

Teaming in any form to gain unfair advantages, manipulate points, or elevate rankings is strictly prohibited and goes against the principles of fair play. This rule applies not only to entire Teams but also to individual members within the same clan or group. All participants must compete independently without collaborating with others in any way that compromises the integrity of the Game. Any instance of teaming with the intention to gain unfair advantages or manipulate rankings will result in penalties and possible disqualification.

This prohibition on teaming applies at all stages of the Tournament. Whether it's during the Open Qualifiers, Knockout Stage, Finals, or any other segment of the competition, teaming with the aim of gaining unfair advantages or manipulating points

and rankings is strictly forbidden and will be subject to the same consequences outlined in this Rules.

If an administrator or Tournament officials have verified and proven that a team or individual member engaged in teaming for the purpose of unfair advantages or manipulating rankings, the following sanctions will be imposed:

1st Offence: Lifetime Ban

Please note that these sanctions are subject to adjustments based on the severity and circumstances of the violation. The Organizers and officials reserve the right to take appropriate actions to ensure a fair and competitive environment for all participants.

13.2.3. Bribery

No Team or Team Personnel may offer any gift, cash, or other reward to a player, coach, manager, other Team Personnel, Farlight Official, the FPC Administrator or any other person connected with or employed by another Team in order to influence the outcome of a game in an Official Competition.

13.2.4. Gifts

No player or coach 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 Official Competition.

13.2.5. Gambling

Gambling on the outcome of a Tournament, match or Game in any esports competition (including any plays or components of a game) can pose a serious threat to the integrity of, and public confidence in, esports competitions. Players and coaches are not allowed to (a) place, or attempt to place, bets on any esports competition (or any plays or components thereof), or (b) associate

with high volume gamblers, or deliver information to others that might influence their bets.

13.2.6. Cheating

Cheating is prohibited. Any modification of the Farlight Game client by a Team, player, or coach is prohibited. The use of any kind of cheating device or cheat program shall be deemed cheating.

13.2.7. Exploiting

Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any Game function that, in Lilith and the FPC Administrator's sole judgment, is not functioning as intended and violates the design purpose of FARLIGHT. Teams may confidentially check with the referee at the beginning of a competition to determine if a specific act would be considered exploiting. Lilith and the FPC Administrator reserve the right to make an ex-post-facto determination of whether an exploit has occurred.

13.2.8. Unauthorized Communications

At Live Events, all communication devices other than devices authorized by the FPC Administrator for use at that Live Event must be removed from the play area before any official game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other Players on the Team.

13.2.9. Drop Outs and Refusals to Participate

If a Team, player, or coach registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the FPC Administrator, drop out or refuse to participate in any game or other related event held during the applicable season. An unexcused absence from a game after the registration process is complete may result in sanctions.

13.2.10. Non-Compliance

No player or coach may refuse to comply with the instructions or decisions of the FPC Administrator.

13.3. Unprofessional Behavior or Illegal Acts

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

13.3.1. Vulgar or Hateful Speech

Team Personnel, during a Live Event, Online Event, Media Event or in any communication relating to any Official Competition or Game, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. Team Personnel may not post, transmit, or disseminate any such prohibited communications. Team Personnel may not use this type of language on social media or during any public-facing events or in any broadcast or stream of Game. This rule applies to speech in English and all other languages. In addition, Team Personnel may not encourage members of the public to engage in any activities that are prohibited by this rule.

13.3.2. Violence

Team Personnel 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 at Live Event or against any competitor, fan or Competition Official.

13.3.3. 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 player or coach is engaged in any Official Competition or other event or on premises that are owned by or leased to Lilith or the FPC

Administrator. The unauthorized use or possession of prescription drugs by a player or coach 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 player or coach must report any violation of this rule to the FPC Administrator.

13.3.4. 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.

13.3.5. 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.

13.3.6. Discrimination and Denigration

Team Personnel 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.

13.3.7. Defamatory Statements

Team Personnel may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, FPC Administrator, Competition Official, Lilith or its affiliates, sponsors, or Game.

13.3.8. Illegal Activity

Teams and Team Personnel must comply with all applicable laws at all times. A Team or Team Personnel may not engage in any activity which is in violation of public health, safety or security regulations.

13.3.9. Immoral Activity

Team Personnel may not engage in any activity which, in the sole determination of the FPC Administrator, is unethical, immoral or disgraceful.

13.4. Disciplinary Actions and Sanctions

13.4.1. Investigations by the FPC Administrator

The FPC Administrator will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches. By agreeing to these Competition Rules, each Team Member agrees to cooperate with the FPC Administrator in any internal or external investigation that the FPC Administrator conducts relating to a suspected violation of these Competition 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 FPC Administrator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

13.4.2. Sanctions.

If the FPC Administrator determines that a Team Member or a Team has committed a violations of these Competition Rules or the Registration Rules, the FPC Administrator may, in its reasonable discretion, issue any or all of the following disciplinary actions:

- (i) verbal or written public warning(s);
- (ii) game forfeiture(s),
- (iii) Tournament forfeiture(s);
- (iv) forfeiture(s) of a slot;

- (v) suspension(s); and
- (vi) disqualification(s) and ban(s), including from any future Tournaments or other events related to Game.

13.4.3. Repeated Infractions

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in FPC.

13.4.4. Final Determinations

Unless expressly stated otherwise, offenses and infringements of these Competition Rules and the Registration Rule are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. The FPC Administrator's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

13.4.5. Disqualification of Teams and Allocation of FPC Points

In the event of a team's disqualification, it is important to note that the points originally awarded to the disqualified team will not be automatically transferred to the next-ranked team.

14. PRIZE

14.1. Prizepool Mobile

Final Placement	Prize
1st	USD 4935
2nd	USD 2538
3rd	USD 1692
4th	USD 1128
5th	USD 705
6th to 9th	USD 423

10th to 13th	USD 282
14th to 15th	USD 141
16th to 30th	USD 50

The prize pool for the tournament is designated as 25000; however, the final sum may vary due to in-game prizes that are included in the overall distribution. As a result, the total amount awarded may not precisely equate to the initial 25000 figure.

Tax Deduction Notice

Please be aware that the prize amounts mentioned are subject to withholding tax in accordance with Philippine tax regulations. This means that the actual prize awarded to the winners may be reduced due to these tax deductions. This applies to all prizes, including the weekly bonuses, which will have taxes deducted from the total amount awarded to the teams. It's essential to consider these tax implications when anticipating your final prize amount.

Prize money won in the tournament will be disbursed to the winning teams within 60 working days from the date the tournament concludes. The tournament organizers will make reasonable efforts to ensure timely disbursement, and any delays will be communicated to the winning teams with an estimated timeline for payment..

15. SPONSORSHIP

Teams are permitted to acquire sponsors as long as the sponsors' branding and content adhere to guidelines excluding explicit material. Sponsors associated with gambling, alcohol, and pornography are strictly prohibited. Additionally, sponsor names must not be displayed in Players' IGN (In-Game Names).

It is important to note that FPC reserves the right to refuse or remove any Team that violates this ruling.

16. ANNUAL COMPETITION FORMAT AND POINTS SYSTEM

In the FPC series, a unique points system is established to determine team standings and advancement to various stages of the Tournament. This format emphasizes final match performance and introduces integral attenuation, decay, and other mechanisms to regulate team points over time. The system is outlined as follows.

Integral Attenuation

16.1. Integral Cleared

- Periodic Clearing after Seasons:
 - At the conclusion of each FPC season, only points acquired from the final matches of the season are retained, while all other accumulated points are reset.
 - Specific penalties may lead to a complete clearing of a team's season points, such as cases involving cheating during the game.

16.2. New Season Decay

- At the start of a new season, the FPC final points reserved from the previous season undergo a 25% reduction.
- Calculation of FPC Annual Points:
 - $\text{FPC Annual Points} = \text{FPC1 Points} * 0.5 + \text{FPC2 Points} * 0.75 + \text{FPC3 Points} * 1$
 - Before the FPC National Finals, points gained in FPC3 solely retain the final points.

Example: Team A

- Season 1: 1000 points earned, 800 from finals
- Season 2: 1200 points earned, 1000 from finals
- Season 3: 1200 points earned, 800 from finals

Team A points breakdown after integral attenuation:

- FPC1: 800 points * 0.5 = 400 points (after 3 seasons, decays 3 times)
- FPC2: 1000 points * 0.75 = 750 points (after 2 seasons, decays 2 times)
- FPC3: 800 points (no attenuation)

Total Points: 400 + 750 + 800 = 1950 points

This annual competition format, accompanied by the integral attenuation and decay mechanisms, seeks to ensure fair competition by rewarding sustained excellence while introducing appropriate adjustments over time.

17. 3RD PARTY ESPORTS ECOLOGY

Incorporating third-party events into the Farlight E-sports program introduces a dynamic dimension to the ecosystem. This initiative aims to enhance engagement and participation among spectators, competitors, and event organizers within the Farlight Esports framework. The inclusion of 3rd party events is undertaken with the intention of upholding event quality while fostering increased interest and interaction within the Farlight Esports community. The following elaborate ruling outlines the integration of third-party events within the overall structure of the Farlight E-sports program:

17.1. Authorization and Point Decay in 3rd Party Events

17.1.1. Third-Party Event License and Integration

- During the FPC season, multiple 3rd party points events will be officially licensed. These events are an extension of the Farlight E-sports program and aim to contribute to its vibrancy.
- The decay time for points earned in third-party events aligns with the point decay time of the FPC season.

17.1.2. Point Allocation and Decay

- Each authorized third-party competition allocates a total of 100 points. The specifics of competition format and points distribution are determined by the organizers, subject to the requirement that they be equitable and reasonable.

17.1.3. **Points Relationship Between FPC and 3rd Party Competitions**

- Before the FPC National Finals, Team A accumulates points from both FPC series competitions and third-party competition(s). However, the points obtained also undergo decay over time.

17.1.4. **Point Decay Rules for Third-Party Competitions**

- For each subsequent FPC season that elapses after a team accrues points from a third-party competition, their points from that specific competition diminish by 25%.
- From the conclusion of FPC3 to the commencement of the National Finals (spanning May to early June), no points can be garnered from third-party competitions due to the annual points leaderboard lock-in.

Example: Team A

- Earned 20 points from a third-party competition before FPC1 season.
- Accumulated a total of 40 points from 2 third-party competitions before FPC2 season.
- Attained 10 points from a third-party competition prior to FPC3 season.

After FPC3, Team A's points earned from third-party competitions undergo decay as follows:

- 20 points from FPC1 season, decaying over 3 seasons by 25% each, resulting in 5 points remaining ($20 \times 0.25 = 5$).
- 40 points from FPC2 season, decaying over 2 seasons by 25% each, resulting in 20 points remaining ($40 \times 0.5 = 20$).
- 10 points from FPC3 season, decaying over 1 season by 25%, resulting in 7.5 points remaining ($10 \times 0.75 = 7.5$).

Team A's cumulative points from third-party competitions amount to $5 + 20 + 7.5 = 29.5$ points.

This integration of third-party events introduces a layered competitive landscape, ensuring that points accrued maintain relevance over time

while factoring in the inherent dynamic of decay. The overall objective is to establish a balanced and engaging environment for participants and enthusiasts.

18. SPIRIT OF THE RULES

18.1. Decisions and Authority

The Organizers shall have full authority over interpreting these Rules, player eligibility, scheduling, and event organization. Decisions made by the championship are final and cannot be appealed. They do not lead to claims for monetary compensation or legal action.

18.2. Rule Changes

The Organizers shall retain the right to revise, alter, or add to these Rules as required to uphold fair play and safeguard the integrity of the championship.

18.3. Best Interest of FPC

The FPC Administrators and officials possess the authority to act in the championship's best interests at all times. This authority isn't restricted by any lack of explicit mention in this document. They may apply suitable disciplinary measures against any entity whose actions are judged to be against the championship's best interests.

19. GOVERNING LAW AND DISPUTE RESOLUTION

19.1. Governing Law

These Rules shall be governed by and construed in accordance with the laws of Singapore, without regard to principles of conflicts of laws.

19.2. Dispute Resolution

Any dispute, controversy, difference, or claim arising out of or relating to these Rules, including the existence, validity, interpretation,

performance, breach, or termination thereof or any dispute regarding non-contractual obligations arising out of or relating to these Rules shall be referred to and finally resolved by arbitration administered by the Singapore International Arbitration Centre (SIAC) under the SIAC Arbitration Rules in force when the Notice of Arbitration is submitted. The seat of arbitration shall be Singapore. The arbitration proceedings shall be conducted in English. The arbitral award shall be final and binding on the parties.