

TERMS AND CONDITIONS - OOREDOO NATION -ULTIMATE GAMING FESTIVAL

Overview

Please read these terms and conditions (referred to herein as the **"Terms"**) carefully as they are the general rules that govern the Tournament Series titled **"Ooredoo Nation Ultimate Gaming Festival"** on Ooredoo Nation which is the online gaming platform (referred to herein as the **"Ooredoo Nation"**) owned and operated by Ooredoo Maldives PLC (referred to herein as **"Ooredoo"**).

By registering and/or participating in the Tournament Series, Participants agree and accept to be legally bound by these Terms, specific Tournament Rules, and any other applicable terms and conditions as may be amended, modified or supplemented from time to time at the discretion of Ooredoo, and thereby form a valid contract between the Participants and Ooredoo. These Terms shall be effective from and including the date of publication (referred to herein as the **"Effective Date"**) until and including the conclusion of the Tournament Series and any and all activities related thereto.

Definitions

1. In these Terms, unless inconsistent with the context or otherwise specified, the following words when capitalized, shall have the following meanings:
 - (a) **"Participant"** shall mean an individual who registers to partake in the Tournament Series as an individual or as part of a team as may be applicable;
 - (b) **"Registration Portal"** shall mean the registration portal owned and operated by Ooredoo for individuals to register as Participants in the Tournament Series by providing the required details and documents;
 - (c) **"Team"** shall mean any team participating in the Tournament Series and shall include all the Participants registered under the respective team upon registration on the Registration Portal;
 - (d) **"Tournament"** shall mean the specific tournaments conducted under the Tournament Series; and
 - (e) **"Tournament Series"** shall mean collectively all Tournaments conducted under the series titled "Ooredoo Nation Ultimate Gaming Festival", as stated above in the introduction to these Terms; and
 - (f) **"Tournament Rules"** shall mean the specific rules that govern the Tournaments which shall be determined by Ooredoo at its sole and entire discretion.
2. References to the singular shall include the plural and vice versa and a gender shall include every other gender.
3. The word **"person"** shall include all entities including but not limited to natural persons, corporations and government entities.
4. A reference to these Terms or other terms and conditions, or documents specified herein shall include any variations, novation or replacement of or supplemented thereto from time to time.
5. Headings are inserted for the purpose of guidance only and do not affect the interpretation of these Terms.

Eligibility

6. Individuals and Teams shall be eligible to participate in the Tournaments if they have submitted the relevant details and documents required via the Registration Portal in a manner and format specified and acceptable to Ooredoo, qualifying through any prequalification match(es) as may be applicable for a particular Tournament and upon invitation by Ooredoo to participate in the Tournament.
7. Participants shall promptly provide any additional information as may be required and requested by Ooredoo. Each Participant shall have their own user accounts to enable them to play the game(s) in respect of which the Tournament(s) they are participating.
8. Ooredoo reserves the right to reject any application to register made via the Registration Portal or cancel any registration made by a Team or Participant for any reason whatsoever or issue instructions to correct any issues observed with regard to the registration within a timeline specified by Ooredoo.

Video verification

9. For any Tournaments conducted online, Participants shall:

- (a) verify their identity and device details and specifications upon request;
- (b) turn on the video 30 (thirty) minutes prior to the respective match and keep the video on at all times during the match where the player's face and device being used to compete are clearly visible; and
- (c) not use any unauthorized software (that has not been specifically approved by Ooredoo) or device(s) for any matches or Tournaments;

Teams

- 10. Teams participating in the Tournament Series shall ensure that they have a sufficient number of Participants to compete in the Tournament Series as well as Participants to be used as substitutes if and when required. Ooredoo reserves the right to disqualify a Team at any point of time during the Tournament Series if the number of eligible registered Participants of a Team falls below the required number of Participants as may be decided by Ooredoo at its sole discretion.
- 11. Teams may be allowed to bring changes such as removing or replacing a Participant only after informing Ooredoo 24 (twenty-four) hours prior to the commencement of the Tournament and after complying with any instructions issued by Ooredoo regarding such change including but not limited to submission of any additional documentation(s) required by Ooredoo. Ooredoo at its sole discretion reserves the right to reject any such changes proposed for any reason whatsoever.
- 12. Where required for a Tournament, each Team shall appoint a Team leader who shall be the main point of contact for Ooredoo during the Tournament. Upon commencement of the Tournament Series, the Team leader shall not be changed without the prior approval of Ooredoo. During the Tournament, Team leaders shall:
 - (a) represent and communicate on behalf of the respective Team with other Teams;
 - (b) make decisions on behalf of the Team after proper consultations; and
 - (c) communicate and convey any and all instructions and information in relation to the Tournament Series to the entire Team.

Match rescheduling and restarting

- 13. Any rescheduling requests from Participants shall be made directly to Ooredoo in writing by emailing to (ooredoonation@ooredoo.mv) no later than 24 (twenty-four) hours prior to the respective match.
- 14. Notwithstanding any other clause in these Terms, Ooredoo shall at its sole discretion for any reason whatsoever;
 - (I) reschedule any matches and inform Participants of such at the earliest opportunity; or
 - (II) Reject or approve any rescheduling requests made by Participants.
- 15. Ooredoo at its discretion, may permit a match to be restarted due to technical issues or bugs that may affect the gameplay.
- 16. Actions taken by Ooredoo as specified in the above sub-clause (c) shall be binding on all Participants and where Participants do not agree or comply with the decisions made by Ooredoo, the Participants shall be deemed to have forfeited the rescheduled match or disqualified from the Tournament or Tournament Series as may be decided by Ooredoo at its sole discretion.

Match Forfeiture

- 17. Participants or Teams may forfeit a match at any point during a Tournament if they are unable to play the match for any reason whatsoever or have insufficient number of Participants present to compete in a match, by informing Ooredoo of the same immediately and in any case before the commencement of the match.
- 18. In case of forfeiture, the opponent of the forfeiting Participant or Team shall be deemed to have won the particular match and the result or score of the match may be determined by Ooredoo at its sole discretion.
- 19. The forfeiting Participant or Team may face penalties as may be determined by Ooredoo at its sole discretion, including but not limited to disqualification and reduction of points.

Conduct Relating to Participants

20. Participants shall conduct themselves in an ethical, professional and competitive manner when competing in the Tournament Series and Ooredoo at its sole discretion may take actions including but not limited to immediate disqualification and/or prohibition from participating or registering in current and future Tournaments and Tournaments Series, against Participants for any conduct by a Participant including but not limited to;
- (a) physical harm to another Participant or Ooredoo personnel;
 - (b) damage, vandalism, destruction or defacement of any equipment belonging to Ooredoo or another participant;
 - (c) unfair play, cheating, match fixing, lack of competitive effort and/or halting play during an ongoing match without reasonable cause;
 - (d) alterations or modifications of hardware or software (including but not limited to the use of any unauthorized hardware or software) or game files to obtain an unfair advantage;
 - (e) any external communication (such as instructions) or assistance from a third party to obtain an unfair advantage;
 - (f) failure to turn on or maintain video feed of the Participant where required during a match;
 - (g) submission of untrue or inaccurate information via the Registration Portal;
 - (h) account sharing and/or inducing another Participant to compete with an account that is not theirs;
 - (i) gambling and/or betting on any aspect of the Tournament or Tournament Series;
 - (j) failure to follow or comply with any instructions issued by Ooredoo;
 - (k) any action that results in the receipt of 3 (three) formal warnings on separate occasions by Ooredoo during an ongoing Tournament;
 - (l) any unsportsmanlike behavior that may be not specified herein but determined by Ooredoo at its sole discretion; and/or
 - (m) livestreaming or recording the Tournament without the prior approval of Ooredoo.
 - (n) publicly announcing or discussing any match-related information including but not limited to match results without the express approval of Ooredoo.
 - (o) failure to uphold acceptable ethical standards, rules, applicable laws and regulations, use of words, actions, phrases, gestures or any other acts that may be regarded by Ooredoo at its sole discretion as;
 - (I) threatening, offensive or vulgar;
 - (II) racist, immoral or misleading;
 - (III) unethical or illegal;
 - (IV) inappropriate conduct and/or lack of respect towards Ooredoo staff or other Participants;
 - (V) in breach of intellectual property rights of Ooredoo or a third party;
 - (VI) in conflict with the values of Ooredoo; and/or
 - (VII) representative or indicative of association with a competitor of Ooredoo or the content, products and/or services of a competitor of Ooredoo.

Penalties

21. Ooredoo reserves the right to take any one or more of the actions as specified below or any other actions that may be decided by Ooredoo at its sole discretion, against Participants and/or Teams that may have violated these Terms, specific Tournament Rules or any other applicable terms and conditions:
- (a) Formal Warning: issue a formal warning to the respective Participants or Team.
 - (b) Forfeiture: enforce a forfeiture of the match on the Participant or Team and award the match as a win to the opponent with a score determined by Ooredoo.
 - (c) Disqualification: disqualify the respective Participant or Team from the Tournament or Tournament Series with immediate effect.
 - (d) Ban: ban a Participant or team from any future Tournament Series with immediate effect for a period that may be determined by Ooredoo.
22. Any action taken by Ooredoo regarding a violation may be communicated as specified below;
- (a) by informing the respective Participant or Team;
 - (b) by informing the Team leader;
 - (c) by making an announcement to the Participants during the Tournament;
23. For the avoidance of doubt, Ooredoo shall have the right and discretion to; determine the severity of the violation; the action to be taken; and the time of effect. The aforementioned shall however not limit Ooredoo from taking any further, additional or alternate action against Participants or Teams as it may see fit at its sole discretion for any violations of these Terms, specific Tournament rules, and any other applicable terms and conditions.

Intellectual Property

24. Ooredoo reserves to copyrights and other intellectual property rights pertaining to information, materials and content displayed or generated during the Tournament Series including but not limited to text, graphics, logos, images, except where the intellectual property rights pertaining to specific information, materials and content displayed during the Tournament Series are owned by Ooredoo's partners or affiliates or is otherwise displayed during the Tournament Series with the consent of the owner of such intellectual property (or as allowed as per applicable terms and conditions); and Ooredoo does not transfer to any Participant any associated rights or any titles to any copies, documents or any other information, materials or content regarding the Tournament Series. Any use or reproduction without consent or permission of the owner of such intellectual property is strictly prohibited.

Limitation of Liability

25. The Tournament Series and Tournaments may include content that may be provided by third-parties such as game and/or content creators that may or may not be affiliated with Ooredoo in any way and which may be objectionable or sensitive. Participants agree and confirm that Ooredoo is in no way responsible or in control of the content displayed in such circumstances.
26. Each Participant shall at all times be solely responsible and liable in respect of their own conduct, content, behavior, action, and words.
27. Ooredoo shall not be liable to any Participant for any kind of special, incidental, indirect or consequential loss or damage or any loss of profit, loss of revenue or loss of opportunity arising out of or in connection with these Terms, the Tournament Series and/or Tournaments.
28. To the maximum extent permitted by applicable law, Ooredoo excludes all representations and warranties relating to the Tournament Series or Tournaments.
29. Nothing hereunder is intended to limit or exclude the liability of a party;
 - (a) for death or personal injury;
 - (b) for fraud or fraudulent misrepresentation; and/or
 - (c) in any way that is not permitted under applicable laws.
30. Participants agree that they will not bring or participate in a class, collective or representative legal action against Ooredoo.

Force Majeure

31. Ooredoo shall be excused from performing its obligations under these Terms due to events beyond its reasonable control including but not limited to acts of God, default or failure of a third party, natural causes (such as severe weather, storms, hurricanes, typhoons, tsunamis, earthquakes, lightning, floods, widespread fires or any other natural disaster), epidemics of infectious diseases, war (whether declared or not), riots, industrial action, civil unrest, acts of terrorism, rebellion, revolution, insurrection, military or usurped power or confiscation, blockage, embargo, labor dispute, strike, lockout or interruption or failure of electricity, equipment failure including equipment belonging to Participants or the equipment of any third party, computer or software malfunction, interruption or disruption of Ooredoo's network or the networks of other internet service providers, nationalization, governmental action or any act or decision made by a court of competent jurisdiction. If such an event continues for more than one (1) month, Ooredoo shall be entitled to terminate these Terms without any liability to the Participants or any other person.

Dispute Resolution

32. Participants may submit Dispute Claims regarding the Tournament Series (referred to herein as **"Dispute Claims"**) to Ooredoo by emailing (ooredoonation@ooredoo.mv). Ooredoo shall verify the facts of the Dispute Claim and carry out an investigation, within a maximum of 1 (one) business day from the date of receipt of the Dispute Claim. During this process, Ooredoo may from time to time request for additional information, documents and other support required in relation to the resolution of the Dispute Claim and Participants shall promptly facilitate such. The aforementioned timeline shall exclude any time taken for the Participants to provide any such information, document and other support. Participants shall at all times provide accurate and true information and shall not withhold any relevant information which may be required by Ooredoo. In an event, where Participants fail to provide any information, document and other support requested and/or fails to respond within 12 (twelve) hours it shall be deemed that the Participants do not wish to further pursue the Dispute Claim and has waived any and all rights they may have in relation to the respective Dispute Claim; the Participants shall not be entitled to re-claim or raise the same Dispute Claim in the future; and subsequently, Ooredoo will consider the Dispute Claim as resolved. Upon the completion of the investigation, Ooredoo shall notify the Participants of the outcome

of the investigation and the result of the investigation will be notified to the Participants in writing or via e-mail which shall be final and binding upon the Participants.

General

33. The Tournament Series and the Tournaments conducted hereunder shall be subject to and governed by these Terms, Tournament Rules as well as any other applicable terms and conditions.
34. Participants represent and confirm that; they have taken any and all necessary actions, permissions and authorizations required in order to comply with these Terms; any information or documents provided by the Participants in respect of these Terms or the Tournament Series are true and accurate.
35. Notwithstanding any other provision, all provisions of these Terms which are expressly stated to and/or intended to survive the expiry of these Terms shall remain in full force and effect after such expiry or termination.
36. Ooredoo may at its sole discretion choose to suspend, cancel, or terminate the Tournament Series without any liability whatsoever to Participants at any time.
37. These Terms and Tournament Rules and any other applicable terms and conditions shall override any other communication made to Participants in relation to the subject matters contemplated herein.
38. Where there is any conflict between these Terms and the Tournament Rules, the Tournament Rules shall prevail over these.
39. Ooredoo reserves the right to amend these Terms at any time and publish them on the Ooredoo Nation website which shall become effective upon being published. Participants are required to regularly check these Terms to ensure compliance and the continued participation in the Tournament Series shall be deemed as acceptance of these Terms as may be amended from time to time.
40. Failure by Ooredoo to exercise or enforce in any instance any of these Terms, or to insist upon strict performance by Participants of any of the provisions of these Terms, shall not constitute or be deemed a waiver of Ooredoo's rights under these Terms.
41. Participants may not assign these Terms or any obligations under these Terms or any part thereof to any other party. Ooredoo may assign these Terms or any part thereof to any party at its discretion, provided that prior notice is given to Participants through a medium of communication decided by Ooredoo at its sole discretion such as including but not limited to email communication to the email provided during registration or publishing such notice on Ooredoo Nation website.
42. Unless otherwise stated herein these Terms, all notices, requests, demands or other communications to be given or made under these Terms shall be deemed to have been duly given or made when delivered personally, by registered post or by email; for Ooredoo at the addresses set out below and for the Participant at the physical address or email address provided by the Participant during registration; or at such other address/details as the Party concerned may thereafter specify to the other.

The address/details for notices to Ooredoo hereunder shall be as follows:

FOR OOREDOO MALDIVES PLC

Ooredoo Maldives Headquarters, Ground Floor

Bageechaa Hingun, 23000

Hulhumalé, Republic of Maldives

Tel: +960 9611000

Email: legal@ooredoo.mv

For attention of the **Chief Executive Officer**

43. If any of the provisions of these Terms are deemed to be invalid, illegal or unenforceable under any applicable law, the legality and enforceability of the remaining provisions of these Terms shall not be affected or impaired in any way and such invalid, illegal or unenforceable provision shall be deemed deleted.
44. These Terms shall be subject to and governed by the laws of the Republic of Maldives.

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Tournament Rules - PUBG MOBILE

Team composition

- (1) The maximum number of Participants allowed in a Team is 6 (six) Participants, which shall include 4 (four) players and 2 (two) substitutes. The number of Participants in a Team shall not fall below 3 (three) at any point during the Tournament Series.
- (2) PUBG MOBILE competitive bans are honored by Ooredoo for a period of 3 (three) years after they have been issued, and if a Participant is under such a ban they will be disqualified immediately.

Pre-Match requirements

- (3) Prior to the commencement of a match, Participants shall:
 - (I) participate and compete in any practice matches requested by Ooredoo;
 - (II) log in and be present on the discord channel instructed by Ooredoo 40 (forty) minutes prior to the respective match;
 - (III) log in to PUBG Mobile and join the lobby of the game 30 (thirty) minutes prior to the respective match;
 - (IV) ensure that no in-game skins such as camouflage that may grant the Participant an unfair advantage over other Participants are used;
 - (V) ensure that they are prepared for the commencement of the match by the starting time as per the match schedule announced and informed by Ooredoo; and
 - (VI) notify Ooredoo during the match prior to any substitutions of Participants playing in the match.
- (4) If a Team wishes to substitute a Participant who is playing in a match during the course of a match, the Team shall at first inform Ooredoo of such substitution and only make such substitution upon receiving the approval of Ooredoo.

Compensation Points

- (5) Ooredoo may at its sole discretion award 2 (two) compensation points to any Participant(s) affected by a technical issue or bug such as a parachute glitch and cannot land as usual or gets killed within 60 seconds of landing due to the technical issue. However, compensation points shall only be awarded if the Participant reports the issue to Ooredoo without delay.

Devices

- (6) Participants shall only compete in the Tournament on permitted mobile devices and shall not use any tablets, iPads, emulators or such other handheld devices that do not fall under the category or can be designated as a smartphone or a mobile phone.

Tournament Format

- (7) The Tournament consists a total of 18 (eighteen) matches where all teams will play against each other in each match. After all matches, the tournament ranking is determined based on the Scoring System specified in Item 9.

Match Schedule

(8) Tournament matches shall be played in the order specified in the below table. Dates specified in the below table are subject to change and group leaders of all Teams shall be notified by Ooredoo prior to such change.

Set 1 (20 th February 2025)		Set 2 (21 st February 2025)		Set 3 (22 nd February 2025)	
Match Number	Map/Location	Match Number	Map/Location	Match Number	Map/Location
Match 1	Sanhok	Match 1	Sanhok	Match 1	Sanhok
Match 2	Erangel	Match 2	Erangel	Match 2	Erangel
Match 3	Erangel	Match 3	Erangel	Match 3	Erangel
Match 4	Erangel	Match 4	Erangel	Match 4	Erangel
Match 5	Miramar	Match 5	Miramar	Match 5	Miramar
Match 6	Miramar	Match 6	Miramar	Match 6	Miramar

Scoring System

(9) Teams shall be awarded points based on the placement of the Team in each match, the total number of eliminations/kills per match, and compensation points received.

(10) Placement points shall be calculated as follows:

- (a) 1st: 10
- (b) 2nd: 6
- (c) 3rd: 5
- (d) 4th: 4
- (e) 5th: 3
- (f) 6th: 2
- (g) 7th - 8th: 1
- (h) 9th - 16th: 0

(11) Each elimination/kill shall carry 1 (one) point.

Tiebreak procedure

(12) If one or more teams are tied in points, their rank in the leaderboard will be determined based on the following criteria in the order specified:

- (a) Total number of matches won during the Tournament;
- (b) Total number of placement points in the Tournament;
- (c) Total number of elimination/kill points in the Tournament; or
- (d) Placement in the most recent match of the Tournament;

Match Settings

(13) The Tournament matches shall be played in third person perspective (TPP) mode for squads; Match servers shall be decided by Ooredoo at its sole discretion.

Prizes

(14) Prizes for the Tournament shall be as follows:

- (a) 1st Place: MVR 50,000 (Fifty thousand Maldivian Rufiyaa).
- (b) 2nd Place: MVR 20,000 (Twenty thousand Maldivian Rufiyaa).
- (c) 3rd Place: MVR 15,000 (Fifteen thousand Maldivian Rufiyaa).
- (d) 4th Place: MVR 10,000 (Ten thousand Maldivian Rufiyaa).
- (e) MVP (Most Valuable Player): MVR 5,000 (Five thousand Maldivian Rufiyaa).

Additional rules

- (15) Ooredoo may change these Tournament Rules at its discretion and inform Participants and Teams as soon as reasonably practicable whereafter such changes shall take effect upon communication or at a time informed by Ooredoo.

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Tournament Rules: Mobile Legends: Bang Bang

Team composition

- (1) The maximum number of Participants allowed in a Team is 8 (eight) Participants, which shall include 5 (five) players 2 (two) substitutes and 1 (one) coach/manager.

Forfeiture

- (2) If the teams do not have 5 (five) players present 15 (fifteen) minutes prior to the commencement of a match, the team shall be regarded as having forfeited the match.

Pre-match requirements

- (3) Prior to the commencement of a match, Participants shall:
- (a) log in and be present on the discord channel instructed by Ooredoo 40 (forty) minutes prior to the respective match;
 - (b) log in to Mobile Legends: Bang Bang and join the lobby of the game 30 (thirty) minutes prior to the respective match;
 - (c) notify Ooredoo during the match prior to any substitutions of Participants playing in the match; and
 - (d) ensure that they are prepared for the commencement of the match by the starting time as per the match schedule announced and informed by Ooredoo.
- (4) Teams will be provided 10 (ten) minutes break after each match, however all Participants are required to maintain their video feed and online presence in the game (ie: not log out or close the game);

Game of Record (GoR)

- (5) An officially recognized match that affects standings, rankings shall consist of:
- (a) all ten Participants of both Teams being present and competing in the match;
 - (b) combat interaction where attacks or abilities land on minions, jungle creeps, structures, or enemy heroes;
 - (c) visual confirmation where a line-of-sight is established between both Teams;
 - (d) map engagement where a Team enters the opponent's map half; and
 - (e) a minimum of 2 (two) minutes of game time.

Interruptions/Pause

- (6) An ongoing match may be paused if:
- (a) Ooredoo instructs such a pause whereafter Ooredoo shall confirm to recommence.
 - (b) Internet issues, disconnection, hardware or software malfunctions, are faced by a Participant(s) whereafter Ooredoo shall be informed without delay.

Match Settings

- (7) Ooredoo personnel refereeing the match shall:
- (a) conduct a coin toss to determine which Team shall have the first choice between picking a side (side selection) or first/second pick hero selection for the first game, which shall be alternated for the second match; and
 - (b) shall conduct a coin toss to determine which Team shall have the first choice between picking a side (side selection) or first/second pick hero selection for the third match.

Wrong Hero Pick

- (8) If a Team makes a mistake in picking or banning a hero, the match shall not be affected and proceed as usual without a remake or restart. Teams are encouraged to carefully review their selections during the drafting phase to prevent such mistakes.

Swapping Heroes

- (9) If a Team makes a mistake when swapping heroes, the match shall not be affected and proceed as usual without a remake or restart. Players must ensure all hero swaps are correctly executed during the pre-game phase.

In-Game Communication

(10) Teams shall not communicate with each other during a match using the in-game chat feature except to request a pause, show respect, or taunt the opposing Team, provided that Teams strictly adhere to the standards of sportsmanship, fair play and respect. The use of the Recall feature in the game shall be permitted. Where Ooredoo observes any violations of the aforementioned, Ooredoo may at its sole discretion take any action as it sees fit under the Terms.

Restrictions

(11) Ooredoo may instruct Teams at any time before or during a match against using any items, heroes, skins, emblems, or battle spells, if Ooredoo becomes aware of any known bugs or for any other reason deemed necessary by Ooredoo.

Tournament Format

(12) The Tournament shall be played in a group stage, playoffs and grand final format.

Group Stage

(13) A total of 13 (thirteen) Teams divided into two groups shall compete in the group stage of the Tournament. Two Teams with the most wins from each group shall qualify for the playoffs stage.

(14) In case of a tie between Teams with regards to matches won and lost at the end of the Group Stage, the Teams shall be ranked based on the below criteria,

- (a) Head-to-Head Result: In the case of a tie, the outcome of matches between the tied Teams will be used to determine the ranking.
- (b) Game Difference: If head-to-head results are not available, the difference between won and lost games among the tied Teams will be used to determine the ranking.
- (c) Shortest Match Victory Duration: If the tie remains unresolved, the Teams with the shortest duration of match victories will be ranked higher.
- (d) Extra Match: If required, a tiebreaker match in the form of a Best of 1 (BO1) will be played between the tied Teams to determine the final ranking.

(15) Notwithstanding any other clause of these Tournament Rules, Ooredoo may at its sole discretion decide on how to undertake the process regarding tiebreakers and decide on any disputes with regard to tiebreakers.

Playoffs Stage

(16) A total of 4 (four) Teams shall compete with each other in the Playoffs stage of the Tournament. The first placed team of each group shall face the second placed team of the other group where they will play a total of 3 (three) matches. The Team with the most wins out of the 3 (three) matches shall qualify to the grand final of the Tournament.

Grand Final

(17) The 2 (two) Teams that qualify from the Playoffs Stage shall face each other in the final. The two Teams will play a total of 3 (three) matches. The Team with the most wins out of the 3 (three) matches shall be the winner of the Tournament.

Prize

(18) Prizes for the Tournament shall be as follows:

- (a) 1st Place: MVR 20,000 (Twenty thousand Maldivian Rufiyaa).
- (b) 2nd Place: MVR 15,000 (Fifteen thousand Maldivian Rufiyaa).
- (c) 3rd Place: MVR 10,000 (Ten thousand Maldivian Rufiyaa).
- (d) MVP (Most Valuable Player): MVR 5,000 (Five thousand Maldivian Rufiyaa).

Additional Rules

- (19) Participants may not select a new hero introduced in the game within the last 2 (two) weeks from the date of commencement of the Tournament.
- (20) The Tournament matches shall be played in the tournament mode between Teams.
- (21) Game servers shall be decided by Ooredoo at its sole discretion.

Change of Rules

- (22) Ooredoo may change these Tournament Rules at its discretion and inform Participants as soon as reasonably practicable whereafter such changes shall take effect upon communication or at a time informed by Ooredoo.

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Tournament Rules: FC25

Game Rules and Settings

(1) The match rules and settings for matches shall be communicated by Ooredoo to the Participants prior to the commencement of the Tournament. The match rules and settings shall remain the same throughout the Tournament, except where Ooredoo explicitly instructs a Participant to change a specific setting with clear reasoning.

Tournament Format

(2) Tournament shall consist of a group stage and a knockout stage.

Group Stage

(3) A total of 16 (sixteen) Participants divided into 4 (four) groups shall compete in the group stage of the Tournament as specified in the below table.

Upper Bracket Semi Finals		Upper Bracket Final		Qualification to Knockout Stages
Match 1 P1 v P2	Result			
		Match 3 Winner of Match 1 v Winner of Match 2	Result	Winner of Match 3
Match 2 P1 v P2	Result			
Lower Bracket Semi Final		Lower Bracket Final		Qualification to Knockout Stages
Match 4 Runnerup of Match 1 v Runnerup of Match 2	Result	Match 5 Winner of Match 4 v Runnerup of Match 3	Result	Winner of Match 5

Knockout Stage

(4) A total of 8 (eight) Participants shall compete in the Knockout Stage of the Tournament as specified in the below table:

Upper Bracket Quarterfinals	Upper Bracket Semifinals	Upper Bracket Final		Grand Final
Match 1 P1 v P2				
	Match 5 Winner of Match 1 v Winner of Match 2			
Match 2 P3 v P4				
		Match 7 Winner of Match 5 v Winner of Match 6		Match 14 Winner of Match 7 v Winner of Match 13
Match 3 P5 v P6				
	Match 6 Winner of Match 3 v Winner of Match 4			
Match 4 P7 v P8				
Lower Bracket Quarterfinals	Lower Bracket Semifinals		Lower Bracket Finals	Lower Bracket Grand Final
Match 8 Runnerup of Match 1 v Runnerup of Match 2	Match 10 Runnerup of Match 5 v Winner of Match 8			
			Match 12 Winner of Match 10 v Winner of Match 11	Match 13 Winner of Match 12 v Runnerup of Match 7
Match 9 Runnerup of Match 3 v Runnerup of Match 4	Match 11 Runnerup of Match 6 v Winner of Match 9			

Prizes

- (5) Prizes for the Tournament shall be as follows:
- (a) 1st Place: MVR 20,000 (Twenty thousand Maldivian Rufiyaa).
 - (b) 2nd Place: MVR 15,000 (Fifteen thousand Maldivian Rufiyaa).
 - (c) 3rd Place: MVR 10,000 (Ten thousand Maldivian Rufiyaa).
 - (d) Top Scorer: MVR 5,000 (Five thousand Maldivian Rufiyaa).

Additional

- (6) Participants are encouraged to use their own controllers. If requested by Participants and where available, Ooredoo may at its discretion provide controllers. Any such controller shall be provided in as is condition and Ooredoo shall not be liable for any defect, malfunction or other issue in such equipment.
- (7) Ooredoo may change these Tournament Rules at its discretion and inform Participants as soon as reasonably practicable whereafter such changes shall take effect upon communication or at a time informed by Ooredoo.
- (8) Participants are required to be present at the location of the match as informed by Ooredoo 30 (thirty) minutes) prior to the match.

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TERMS AND CONDITIONS - OOREDOO NATION – THE ULTIMATE PLAYER

Overview

Please read these terms and conditions (referred to herein as the **"Terms"**) as they are the general rules that govern the voting and selection process for the Ooredoo Nation Ultimate Player of the year 2024 titled **"The Ultimate Player"** on the online gaming platform Ooredoo Nation (referred to herein as **"Ooredoo Nation"**) owned and operated by Ooredoo Maldives PLC (referred to herein as **"Ooredoo"**).

By participating and/or voting in this process, Participants and Contenders agree and accept to be legally bound by and abide by these Terms as may be amended, modified or supplemented from time to time at the discretion of Ooredoo. These Terms shall be effective from and including the date of publication referred to herein as the **"Effective Date"** until and including the conclusion of the voting and selection process for The Ultimate Player and any and all activities related thereto.

Definitions

1. In these Terms, unless inconsistent with the context or otherwise specified, the following words when capitalized, shall have the following meanings:
 - (a) **"Contenders"** shall mean the players who have fulfilled the eligibility requirements specified in these Terms and have been selected by Ooredoo to compete for the title of The Ultimate Player; and
 - (b) **"Participant"** shall mean an individual who takes part in the voting for The Ultimate Player in accordance with these Terms;
 - (c) **"Tournament"** shall mean any tournament conducted by Ooredoo Nation in the calendar year 2024 which may include different video game tournaments.
2. References to the singular shall include the plural and vice versa and a gender shall include every other gender.
1. The word **"person"** shall include all entities including but not limited to natural persons, corporations and government entities.
2. A reference to these Terms or other terms and conditions, or documents specified herein shall include any variations, novation or replacement of or supplemented thereto from time to time.
3. Headings are inserted for the purpose of guidance only and do not affect the interpretation of these Terms.

Eligibility

6. Contenders for The Ultimate Player shall have fulfilled the following requirements:
 - (a) Must have competed in at least 1 (one) or more official Tournaments;
 - (b) Must have adhered at all times to the code of conduct and any terms and conditions in relation to the Tournament(s);
 - (c) Must have a popular standing in the e-sports community of the Maldives as determined by Ooredoo; and
 - (d) Must have an outstanding and consistent in game performance and sportsmanship as determined by Ooredoo based on Tournament performances.
7. Ooredoo shall select the Contenders from amongst all players that have fulfilled the requirements stated above and announce the selected Contenders.
8. All selected Contenders shall have the option to opt out and be excluded from the voting and selection process for The Ultimate Player under these Terms, at any time before the end of the Voting Period by informing Ooredoo.

Judging Panel

9. Contenders will be judged based on their merits and fulfillment of requirements by a judging panel (herein referred to as the **"Judging Panel"**) consisting of:
 - (a) 1 (one) representative on behalf of Ooredoo Nation;
 - (b) 1 (one) representative on behalf of Maldives e-Sports Association;
 - (c) 1 (one) representative on behalf of an Ooredoo Nation gaming partner as determined by Ooredoo at its sole discretion ; and
 - (d) 1 (one) independent representative as determined by Ooredoo in consultation with its gaming partners.

10. The Judging Panel's vote shall account for 60 (sixty) percent of the total score of the Contenders.
11. When awarding marks, the Judging Panel shall look at the Contenders:
 - (a) Performance;
 - (b) Consistency;
 - (c) Sportsmanship; and
 - (d) Improvement.
12. If the Contender has participated in more than 1 (one) Tournaments, the Judging Panel shall take into account the fact that the Contender has participated in more than one type of Tournament, while awarding marks.
13. For the above criteria specified in Item 10, the Judging Panel shall rate each contender on a scale of 1-10 (one to ten) for each of the categories with a total of 40 (forty) marks.

Public Vote

14. Participants may vote for their pick of the Contender(s) by sending an SMS to +960 9144495 as specified by Ooredoo, with the designated number assigned for the Contender.
15. Voting shall be open from 14:00hrs on 13th February 2025 until 23:59hrs on 20th February 2025 (referred to herein as **"Voting Period"**).
16. Only SMSs sent from mobile numbers registered on Ooredoo's network shall be counted as votes under these Terms and each such SMS shall be counted as 1 (one) vote.
17. MVR 0.20 (twenty Maldivian Laari) shall be charged for each SMS sent as specified herein.
18. Votes from Participants shall account for 40 (forty) percent of the total score of the Contenders.

Display of Votes

19. Ooredoo shall update the website (<https://ooredoonation.mv/ultimate-player-voting>) where the vote count shall be displayed and updated periodically.

Final Count

20. At the end of the Voting Period, Ooredoo shall account for all the public votes for each Contender and the Judging Panel scores and announce the winner with the highest total score, who shall be declared as The Ultimate Player (hereinafter referred to as the **"Winner"**).

Prize

21. In addition to being given the title of The Ultimate Player, the Winner shall be awarded with MVR 30,000 (Thirty thousand Maldivian Rufiyaa) (hereinafter referred to as **"Prize"**).
22. The announcement of the Winner shall be made at the sole and entire discretion of Ooredoo. By accepting the Prize, the Winner agrees and consents to Ooredoo taking and utilizing pictures and videos of the Winner for purposes of announcement and for Ooredoo's promotional and advertisement purposes thereafter.
23. Ooredoo has the right, in its sole and entire discretion to change the Prize as it deems fit or cancel the Prize offered entirely without any liability to the Winner, Contenders or any other party.
24. In order to inform the Winner, Ooredoo is only required to call the phone number associated with or listed by the Winner during the registration process for Tournament(s). Ooredoo will attempt to call the number on 3 (three) different occasions. Where the Winner is deemed unreachable or unresponsive at the sole discretion and opinion of Ooredoo, Ooredoo may decide to disregard the win entirely or award the win to next highest scoring Contender as may be decided by Ooredoo in its sole and entire discretion.
25. If the Winner fails to claim and take their Prize within a timeframe decided by Ooredoo, then Ooredoo may at its sole discretion cancel such win and the Winner shall no longer be entitled to receive or claim for the Prize.

Penalties

26. Ooredoo may upon discovery of any falsified information, bribery, cheating, vote manipulation or otherwise fraudulent or unethical doings, take such action as deemed appropriate at its sole discretion including but not limited to disqualification, revocation of title and imposing a ban on the Contender for any future Tournaments.

Limitation of Liability

27. Participants shall at all times be solely responsible and liable in respect of their own conduct, content, behavior, action, and words.
28. Ooredoo shall not be liable to any Participant or any other person for any kind of special, incidental, indirect or consequential loss or damage or any loss of profit, loss of revenue or loss of opportunity arising out of or in connection with these Terms.
29. Ooredoo shall not be liable for any actions of third parties including but not limited to mistakes made by a Participant regarding SMSs which may result in the accrument of charges.

General

30. The Terms as specified herein shall override any other communication received to a Participant or Contender or any other party in relation to the subject matter contemplated herein, whether or not such is communicated by Ooredoo.
31. Ooredoo may at its sole discretion choose to suspend, cancel, or terminate the voting and selection process for The Ultimate Player at any time without any liability whatsoever to any person.
32. Ooredoo reserves the right to amend these Terms at any time and publish them on the Ooredoo Nation website which shall become effective upon being published. Participants and Contenders are required to regularly check these Terms to ensure compliance.
33. Failure by Ooredoo to exercise or enforce in any instance any of these Terms, or to insist upon strict performance by any person of any of the provisions of these Terms, shall not constitute or be deemed a waiver of Ooredoo's rights under these Terms.
34. If any of the provisions of these Terms are deemed to be invalid, illegal or unenforceable under any applicable law, the legality and enforceability of the remaining provisions of these Terms shall not be affected or impaired in any way and such invalid, illegal or unenforceable provision shall be deemed deleted.
35. These Terms shall be subject to and governed by the laws of the Republic of Maldives.

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