

# **PERSONAL DATA AND PRIVACY POLICY**

## **INTRODUCTION**

The Personal Data Protection Act 2010 (“PDPA”) has been implemented to govern any person who possesses and any person who has control over or authorizes the processing of any personal data in respect of commercial transactions. The organizer, including but not limited to its affiliates and its authorized entity (hereinafter collectively referred to as “The Organizer”) respect the needs to maintain the confidentiality and security to the personal information that you may have provided to us through various channel including our website. You are deemed to have read, understood and consented the organizer to view and use your personal data in the provision of lawful communicating with you in the manner sets out in this policy. The organizer reserves its right to amend, modify or update this policy from time to time. The organizer will post any material changes of this policy on Taiwan Excellence Intercollege Battleground website with the updated Personal Data Protection and Privacy Policy.

## **COLLECTION AND ACCESS OF PERSONAL DATA**

We treat your personal data very seriously. Therefore, we will only collect personal identifiable information that is specifically and voluntarily provided by you depending on the nature of dealing and transaction, including without limitation to the following:-

- a. full name (as per NRIC / passport / other legal identification)
- b. NRIC No. / Passport No. / Police ID No. / Army ID No / Students ID No. .
- c. birth date
- d. gender
- e. email address
- f. telephone no.
- g. credit card no. or bank account information

*\*\*The organizer does not assume responsibility to verify any third party's personal data that has been supplied to the organizer including without limitation through recommendation, referral or nomination as the consent of such third party shall first be obtained by the data provider prior to the disclosure to the organizer.*

## **DISCLOSURE**

The organizer will take all reasonable measures to protect your personal data while it is in our care. However, the organizer reserves the right to disclose information to third party data user or website provider including without limitation to the following circumstances: -

- a. as and when required under the law to disclose
- b. for banking and financial institution (such as prize pool transfer etc)
- c. for the authorized usage of the organizer
- d. for circulation of product materials for the organizer
- e. for the usage of external auditor

The disclosure list is not exhaustive and may include other circumstances which has not been stated in this policy.

## **RETENTION**

The organizer will retain your personal data for the use of the organizer and/or its subsidiaries which in line with the applicable law.

## **ACCURACY OF PERSONAL DATA**

The organizer shall endeavor to make it simple and convenient to keep your personal data accurate, complete and up-to-date. The organizer does not assume responsibility for verifying the accuracy of the content of your personal data after your submission of personal data was made. You may contact the organizer as per the contact details set out below to verify or update or to withdraw your consent to the organizer to deal with your personal data that you have submitted earlier.

## **CONTACT US**

Should you encounter any problems or queries in relation to this Personal Data Protection and Privacy Policy and/or intend to update your personal data, please contact the relevant contact person as set out below: -

The Gameplan (facebook page)

## General rules

### 1. Disclaimer

- 1.1. The organizer reserves all rights to amend or modify the rules and regulation without prior notice.
- 1.2. Any decision on provision not covered by the rules below will be at the admin's discretion.

### 2. Participants

#### 2.1. Information

- 2.1.1. Participants are required to ensure that the information provided during registration are accurate and true. If any mistake were made, the participant shall inform the organizer immediately.
- 2.1.2. Participants which submitted inaccurate or false information intentionally may be disqualified on the discretion of the organizer.
- 2.1.3. Participants may need to provide more detail of their personal profile if request by the organizer or admin during any stage of the tournament.

#### 2.2. Roster

- 2.2.1. All team members participating in the competition match must be registered beforehand including the substitute player. Players which are not registered as a member of the team are not allowed to participate in any of the match.
- 2.2.2. Any changes to the team roster has to be informed and confirmed by the admin before the start of the tournament.
- 2.2.3. Any last minute stand-in players due to extenuating circumstances (unavoidable issues) must be informed and confirmed to the admin as soon as possible.
- 2.2.4. Substitution of players with another registered player within the team are only allowed **before** the match starts and is not allowed in between games.

#### 2.3. Check-in

- 2.3.1. Participating teams must check-in with the admin 30 minutes prior to the tournament starting time either at the venue or by discord to confirm their attendance.
- 2.3.2. Team captains are responsible for ensuring all members of the team are present on time and ready to play.

#### 2.4. Attendance

- 2.4.1. Participants must be present at the tournament area 15 minutes prior to their scheduled match.
- 2.4.2. Late arrival (10 minutes over the scheduled time) for a scheduled match may result in a forfeit at the discretion of the organizer.
- 2.4.3. The participants must inform the admin as soon as possible if they were to arrive late under any extenuating circumstances.

#### 2.5. Setup

- 2.5.1. Each team will be given 15 minutes to set up their equipment and warm up before the start of the match.
- 2.5.2. With two minutes of pre-game remaining a tournament official will notify the teams that the game will begin shortly and to be prepared to start.
- 2.5.3. Each team is only given 3 minute break in between each games to use the restroom.

## 2.6. Conduct

2.6.1. Participants must conduct themselves appropriately in a sportsmanlike and polite behavior to those involved in the tournament which includes:-

- Team members
- Opponent team and its members
- Spectators
- Staffs and organizers
- University or Colleges authorities (during qualifier)
- Press and media (If any)

2.6.2. Participant must refrain from using any vulgar languages including offensive body language.

2.6.3. Participants are not allowed to communicate with the spectators in any form of communication during their matches. Participants which are caught doing the above action will be considered cheating.

2.6.4. Participants are expected to compete in a professional manner. The following actions will be considered as violation to the conduct:-

- Match fixing
- Intentional match throwing
- Halting the match without proper reasons
- Excessive unsportsmanlike behavior - being disruptive/provocative
- Using any cheat program/software
- Intentional disconnection

Violation of the conduct may result in forfeiting of the match and disqualification of the violating team from the tournament.

2.6.5. The admin or organizer reserves the right to disqualify and dismiss any participants at any stage of the tournament for any reason without prior warning.

### 3. Hardware

- 3.1. The required hardware such as computer, mouse, mouse pad, keyboard (external or laptop), and headset are provided by the organizer.
- 3.2. Participants may also provide their own peripheral which includes but not limited to:-
  - Mouse
  - Mousepad
  - Mouse bungee
  - Keyboard
  - Headset
  - USB cables
- 3.3. Participants are not allowed to compete using their own personal computers, laptops, or monitors.

### 4. Software

- 4.1. The following software will be installed on the tournament PCs
  - Steam
  - Garena client
  - Teamspeak
  - Discord
  - Logitech Gaming Software
  - Steelseries Engine 3
  - Razer synapse
- 4.2. Participants are not allowed to download or install any additional third party software into the tournament PCs without approval from the admins.
- 4.3. Participants are not allowed to use any additional third party software without the permission from the admins.
- 4.4. Participant must request approval from the admin if they wishes to download or use any additional software.

## 5. Broadcasting

- 5.1. The organizers may broadcast any matches of the tournament at their own discretion.
- 5.2. Any third-party broadcasts of the same game are not allowed without the organizer's approval.
- 5.3. Participants are not allowed to broadcast or stream their games and matches regardless whether if their game are broadcasted by the organizer or not.

## 6. Communication

- 6.1. All announcement regarding the tournament will be made through the official discord group for each participating university and college.
- 6.2. Admins and marshalls can be contacted through the discord group via direct message.
- 6.3. Any information not directly given by the officials are to be treated as invalid unless confirmed otherwise.

## 7. Conflict

- 7.1. Any dispute between the participants must be settled through the admin.
- 7.2. Any allegations of misconduct, cheating or excessive behaviour will be treated seriously and thoroughly investigated by the officials.
- 7.3. The admin still reserves the right to ignore any allegations at their own discretion.
- 7.4. Any decision made by the admin and officials are final.