

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)

Terms and Condition

1. Disclaimer

- 1.1. The organizer reserves all right to amend or modify the terms and condition without giving any prior notice.
- 1.2. The organizer reserves all right to use any information collected through this tournament at any given stage of the tournament.

2. Registration

- 2.1. All members within a participating team must be either a university student or college student to be eligible to participate.
- 2.2. Information submitted by the participants upon registration must be accurate and true which includes: -
 - Full name (as per identification card or passport)
 - I.C number or Passport number
 - Email
 - Contact number
 - In-Game name
 - Steam ID or Garena ID
 - University and college name
 - Student ID
 - Team name and leader name (first part of registration)
- 2.3. Participants which submitted inaccurate or false information intentionally will receive severe consequences. E.g: disqualification
- 2.4. Each participating team are allowed to register maximum of **one** additional member as substitution player.

3. Substitution

- 3.1. Participating teams are only allowed to substitute any of their players within the 6 members registered during registration.

- 3.2. Substitution of players with those not registered within the team during registration are not allowed. Participants which are caught doing the above action will receive severe consequences.
- 3.3. Substitution of players are only allowed **strictly before** the game starts.

4. Participant

4.1. Dress code

- 4.1.1. Participants are expected dress politely and appropriately during the qualifiers as it is held within a university or a college.

4.2. Participant Conduct

- 4.2.1. 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)

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

- 4.2.3. 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.

- 4.2.4. 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.

- 4.2.5. 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.

4.3. Players check-in

- 4.3.1. Participants must bring their student card as a prove when checking in during the qualifiers.
- 4.3.2. Participants must check in at least 15 minutes prior to their scheduled match.
- 4.3.3. Arriving late (10 minutes over the scheduled time) for a scheduled match may result in a forfeit at the discretion of the organizer.